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GENER GUZMAN

Minecraft II

The Story of Steve

MINECRAFT SERIES

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Stockholm, Sweden and Redmond, Washington, US

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This is a work of fiction. Names, characters, places, and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, business establishments, events, or locales is entirely coincidental.

This book is dedicated to
all Minecraft gamers

ACKNOWLEDGEMENTS

I found Minecraft interesting for me to play and wanted to make some stories or shows about it. With me knowing Minecraft, I can have different experiences and have fun. I even take inspiration from the games that used to help me attempt to recover from a mental illness that caused me to struggle in certain areas of life, making life challenging and stressful in some parts of it. I even had fun playing Minecraft and searching up in order to come up with the “dots” that can help connect the story I am about to make. In addition to the already existing Minecraft worlds, I have already created many worlds through creative mode and come up with models that would help them become the source of one of my stories. This is very important because I am exploring ways for me to become good at things using my strengths.

Details coming soon.

FOREWORD TO THE EDITION

Coming Soon.

Hiring New Writers.

AUTHOR/WRITE NAME HERE

ONE

South England 1776

I have been sailing my boat for months. During the voyage. I have 64 emeralds, wood, stone, blocks, materials, food, etc. I also carry iron weapons and tools as well as bow and arrow. The majority of the items I obtain comes from the village near the jungle where my tribe used to live and the journey to the north coast with the Atlantic Ocean. At some point while I sail, I celebrate the new year by shooting arrows with my bow in the sky. For the majority of my voyage, I see nothing but the ocean in every direction. At first, my boat sails slowly because the winds push against my direction at the tropical latitudes. About ⅓ way through the trip, my sailing speed triples because the winds help me push the boat toward my destination in South England where I am seeking a better village life. When I am close to my destination, I see the deserts of the southwest because of the heavy endermen population. These endermen take all of the grass blocks, and most of the rain is absorbed by endermen. The endermen dries off the land quickly which results in the southwest becoming a desert. Shortly after I go through the land of

endermen, I see a narrow river that leads to the bay that contains shores that I land in. After I spot the shore, I dock the boat there and get off. I walk through the forest and notice the village. The villagers welcomed me into the village. I use as many blocks as I can to build a house.

I use different types of blocks to build a house as opposed to building a house using the same materials such as wood or dirt. This makes my home nice, and also makes me think that I will become the king of the village. I treat myself as the king even though there is a king that governs England. The villagers tell me that there are rules to this land and that I have to abide by the rules that are made by the king. Since I decided to build the biggest house I can imagine, I placed my house site at the center of the village adjacent to the well. This time, I built my house that has a total volume of 245 m^3 with the interior being 75 m^3.

When I build the house, I find the best site to build. Then, I start digging some dirt to make room for the ground. The night begins. I use 25 blocks of wood to cover the ground and less than 24 blocks of stone to cover the perimeter of the house with dirt support. For the exterior of the house, I place stone blocks around with gaps to make room for windows. There are a total of 13 gaps with three on each side. However, the 12th and 13th gaps are for the door while gaps 1-11 are for windows. The 1st gap is located on the left of the door and runs clockwise before returning to the door. That means that out of 96 blocks of exterior, about 67 stone blocks are used with 28 dirt blocks supporting the exterior. Because I only have 64 stone blocks during my voyage, I have to mine three stone blocks from the underground mines nearby the well. After I gain enough stone blocks, I place them on the front right corner of the house. By the time I finish the sides of the house, I am already spending 25% of the night. I started using the rest of the wood to build the roof, but I do not have enough wood to build the roof. Because of this, I turn

around and move straight to the tree. I chop down one tree and craft the logs into planks. Now I can cover the entire roof. Over half of the night has passed. After I build the roof, I reorganize the house which takes up 75% of the night. At night, I build the house at a slower and slower pace as the night passes because I am tired until I sleep late at night.

A few minutes before I sleep, I am bringing up the last day before my voyage and my entire voyage to the village I am in right now. During the last day of being in South America, I was on the north coast getting ready to leave. By the last day, I just learned how to read and write. I was placed in school with little elementary kids even though I look like I was in high school. Well, the government said that illiterate adults and teenagers must start school at grade one or lower. Because I was a fast learner, I was placed in first grade when I started school. At the same time, I was also learning how to mine too. After I mine, I learn how to craft items based on the materials I have mined or something like chopping down trees. I love the beach out there since it made me happy out there. However, I was about to leave the coast since I wanted to find something new. I knew that South America was boring to me during the last day. The villagers knew where Europe is, so they gave me a compass that determines where it is. Since I was interested in finding more coal and iron, the villagers told me that Great Britain had lots of coal to start with. I was thinking that I can use lots of coal to discover something new that nobody had ever seen before. That is why I actually wanted to leave the continent. I also believe that I can find a safer village and environment there as well. I also believe I can prepare to defend myself against all monsters and hostile mobs. By this time, I already knew how to believe in general. After reasoning about the voyage, I crafted a boat on the shore and packed everything up from my house nearby. I packed everything such as the bed, chest, items, etc, I placed them all into my

boat. I place items in the same structure as my house all into my boat. I even built a small shelter around it. It was difficult because the boat was small while the shelter was usually big. All of my items seemed small when not placed, so I used my power to make sure that all of my items and shelter were small enough to fit into the boat. I then leave the shore for good.

The voyage took months to reach my destination. I saw nothing but the ocean in every direction. I spent the majority of the time sailing above the shelter even during rain. Storms were rare in the ocean but common at first. I spotted a hurricane days after takeoff, so I hid myself in my small shelter where I stored everything. After the storm passed, I left the shelter and eventually got pushed by the southwesterlies wind. Because of the wind, I do not need to row my boat as hard as when I sailed in the tradewinds. At this point, there was hardly any storm, but I luckily packed enough food without hunting and gathering during the voyage. Once I see land, I destroy my small shelter and pack them all into my inventory just before arrival.

After thinking about the last day and the voyage, I fall asleep. I start to dream about when my life has started. My life started when I was born to two tribal parents. I was officially a member of the tribe. I spent my entire childhood learning how to live as a tribal member and become a warrior to defend against enemy tribes and especially hostile mobs. Later, I spent time with my family exploring the jungle and invading jungle areas as well. Shortly after returning home from the vacation, my tribe has reached its peak. There were a lot of people living there, and my family even became the leader of the tribe. However, a siege has destroyed the capital of the tribe which destroyed almost the entire population of the capital. Everyone either died or left the area. I was the only member of the tribe to stay in the area. I was lonely, but I managed to survive the loneliness though. I built a better house and explored the jungle myself where my

parents explored before. I explored areas along the river. After the vacation, I started learning how to farm and eventually found a village where I can settle down. After settling down, I learned English and daily life in a village. I also learned how to practice the religion there as well. Religion and learning was important to all villagers and me. Eventually, I ran to the north coast of South America where I spent weeks enjoying the coast there before leaving.

TWO

I only slept for a few hours today and then the daylight woke me up. The daylight always serves as a sleeping alarm. When I wake up, I feel tired and plan to organize my new house more. Yesterday, I did not have enough time to organize because I was busy building the basic needs of a house such as windows and shelter. When I open the chest in the back left corner, all of the items I bring from the voyage are inside. The chest that I have opened is going to store weapons, tools, food, important items, and items I use everyday. The other chest is reserved for items that will be used in a few days to weeks. The two chests are placed on the corners at the back of the house. The bed is located in the middle of the chests. I place two dining tables next to the chest. The crafting table is located on the front right corner while the furnace is located on the front left corner. The front and center of the house is used as a walkway to and from the furniture and appliances. Overall, the house looks like the best house I ever have. However, the roof is not decorated yet since I do not have enough blocks to build it.

After I organize the house, I skip lunch because I am not hungry yet. I leave the house and get some blocks underground. The cave is just near the well, so I explore it and mine lots of stones. I also see an iron ore and several coal ores. I mine the only iron ore in the cave so far and mine several coals. After I mine the coals, I mine more stones until my pickaxe starts to break. However, my pickaxe is far from wearing out though.

I resurface and examine the village. I am planning to spend four days taking a break from school and exploring the village. After exploring the village, I am going to fix the village by filling in the bridges or dirt that causes gaps between grass paths. I also plan to expand the village as much as possible. If the village population increases, there is a chance I might need to cut all of the trees down south to make room for the village. I also want to save nature by not cutting all the trees. The forest that is south of the village is reserved as a park. Other than the forest in the south, the rest of the village is surrounded by plains which is also surrounded by a river. The island is surrounded by the endermen desert in three directions and the English Channel to the south. The village is going to be as big as the entire island.

After planning to expand the village, I return home and think about the history of my learning. Since childhood, I have been a fast learner which means I learned things fast by observing things that happen in the jungle and my tribe's capital. When I entered the village northeast of the tribe capital, villagers welcomed me and even enrolled me into school. The school is located at a library. The villagers have me read books and learn how to write. They placed me in first grade, but because I am a fast learner, I completed first and second grade in one school year. The school year is divided into two semesters. One semester takes place in the fall months, and the other one takes place in the spring months. The summer and winter months

in the jungle are hot seasons where the sun shines the most directly in. Depending on the village, school years may begin either in September or March. Breaks are taken from December to March and June to August where students enjoy the heat. For me, I am expected to graduate and find a job by 1787. During a normal week, some villagers work everyday while others work five times a week. Those who work five times a week go to church every Sunday. School runs from Monday to Friday and hours are the same as work hours. The work hours in villages start in the morning with a lunch break. After lunch, villagers work until gathering time. The school day ends when gathering time starts. Villagers gather around the bell site. During gathering, a lot of trade happens as well as socializing. Gathering gives unity to all villagers in a village. After gathering, some villagers prepare to go home while other villagers go home.

After I think and observe what happens in a village, I go organize everything again by placing respective items in their chests. Without dinner, I fall asleep.

I woke up already planning to explore the southern district of the village. The reason why I explore the south first is because I dock my boat directly south of the forest and the district. The first location of the district I plan to explore is the southwesternmost since my place of birth is southwest of me. Without breakfast, I leave the house.

After I leave the house, I head to the forest where I cut down some trees in case I need them to craft important items as well as fixing all of the village road gaps. The gaps are defined as a hole that causes the villagers to take a detour around the gap. Getting more wood is not the only reason to cut down trees but also making a village path to the docks to increase trade between England and the rest of the world. After I cut down some trees, I get hungry enough and eat watermelon for lunch just before I leave the forest.

After lunch, I explore the southern portion of the village. The southwest and southeast parts of the village have yet to be developed. There is only one street that serves as a strip of buildings in the district. I explore every single building and collect a bucket of water from the cauldron. Cauldrons are located near blacksmith buildings. Every blacksmith building has a chest, but the items that are inside these chests in the ones I explore are useless because I either do not need them or I have enough. Shortly after I pick up a bucket of water, I go to the center of the village where villagers are gathering. I give 15 coal to a villager to get one emerald. I spend emeralds on a farmer to buy bread while gathering. After gathering, I see a village gap just north of my house and also in the east. Once I spot these gaps, I plan to cover them using either dirt or a wooden bridge. I also plan to build a fence for my future horse. Luckily, I have enough wood to craft enough fences to build the garage. During sunset, I head back home and craft a fence.

After I craft a fence, I craft several fences and place them to the north around the street light. Just north of the fence is a pit. I fix the pit that is in the way of the fence site by placing a few dirt blocks. After I place the fence, I return home and cook beef while I am hungry. After I cook beef, I eat beef and one watermelon for dinner. Then, I place everything away in their respective chests. Then, I lay down thinking about the night and sleep.

While I sleep, the village appears to be safe even at night. This is because villagers who need to work at night such as nitwits have to stay up at night. Most of the zombies wander in the forest and hide underground during the day.

Meanwhile, some endermen stay awake at night and enjoy their time in the desert. The desert looks like an endermen's home which is at the end dimension. The end dimension is located in the asteroid belt where the ender dragon lives. The ender dragon is the queen of all

endermen. The endermen travel between earth and several asteroids by teleporting there. No human or villager has ever been to the end of asteroids yet since they never found a way to either teleport there using a portal or invent a rocket that travels there.

Whenever I sleep shortly after sunset, I dream. Today, I am dreaming about working at a village and becoming the actual king of England. When I am the king, I set rules that everyone has to sleep except some iron golems and villager warriors. I would create a new schedule for not just me but also every citizen in my kingdom. I would also conquer the entire island and unite with Scotland and maybe even Ireland. If I were to unite these kingdoms, I would control both Great Britain and Ireland that makes up the United Kingdom. I would like to visit the entire world such as Europe, Asia, the thirteen states, and finally the jungle where I was born. Everyone in the entire world would know me because I want to be such an important human. I would go to a nice house and go to sleep in which I am almost done sleeping now.

After I dream, I keep sleeping until the morning. During sunrise, I wake up and get ready to explore the western district of the village and skip breakfast because I am not hungry yet. In fact, I tend to skip breakfast for 99.99% of my life because I only get hungry after hard work. That means I hardly eat any bread. I only eat bread if my hunger level is not full after eating one type of food. After I plan and get ready, I leave the house and collect four buckets of water. I return the four buckets to my important chest and start to stick with my plan. I explore every building going clockwise around the district. One of the houses contains a chest with apples and potatoes. I steal them from that house and keep going. Once I get to the northwest district of the village, I discover a better location where I can mine. On the way, I create grass paths as I make my way to the northern part of the district. I am not hungry, so I skipped lunch.

I explore the rest of the district ending with exploring the two-house building. After I explore the last building, I go to the center of the village where the villagers gather. While gathering, I trade one emerald and several items such as bread several times. I also attempt to trade more villagers, but many I do not need items like armor.

After gathering, I take a look at the gaps I need to fix. I have plenty of wood and dirt to fix. I first fixed the gap near my house. I use all of the wood to build it along with some dirt. I also tried fixing the gap in the eastern district, but there is not enough dirt to cover the entire gap. As a result, I return to the northwest mines and dig as much dirt as possible until my shovel runs out. I return to the gap I am fixing and fill the entire gap in which allows villagers to move fast. However, the new dirt blocks in the gaps I fixed takes a while before it grows into grass. By the time I finish fixing the two gaps, sunset has passed, and villagers start to return home to sleep. I go home and skip dinner. I lay down in my bed and fall asleep.

While I sleep, I am dreaming about my random story about me traveling back to the jungle and getting teleported to a random island somewhere in the world. I wake up at night time and get attacked by several zombies during the zombie siege. Thousands of zombies are raiding the village with the help of pillagers from the European mainland. I fight through the crowd of zombies and escape my house. Thousands of creepers are waiting around the village to blow up the entire village using explosions. As a result, the village is a pile of deep holes with the center of the village being as deep as the bedrock or even the nether under the world. Everyone who lives in the village either escaped or died as a result of the explosion.

After I escape from the village raid and siege, I head to my boat and start sailing across the English Channel. This time, I am pushing against the ocean winds and currents, so the

amount of time to return to the jungle is much longer than going from the jungle to Europe. For days, I left all of my items behind and had nothing. As a result, I hope that I get to the jungle faster, but I get hungry every day. For the most part of the day, I am forced to catch fish using my bare hands and drink turtle blood or my urine. I also drink salt water which reduces my health to 50 HP. After I eat all of my food for several days, I have a hard time finding food in the ocean for days. Drinking salt water and urine combined with a lack of food causes my health to be reduced to 25 HP. my hunger level is severely low until one day happens to me.

I struggle to sail my boat as the strong winds and thunderstorms push me in the wrong direction. Just after thunderstorms came, I started starving to death and becoming super dehydrated. I am expected to die within a matter of hours. My health is reduced to 10 HP. Before I get close to death, a lightning bolt strikes directly in my head which causes me and my boat to flip and sink. I sink to the bottom of the ocean and have died for several causes. Too much salt, starving, struck by lightning, and drowning ends my life at the end of my dream.

After I wake up, I get ready to explore the northern district of the village. I plan to start from the northwest and travel east until I reach the empty northeast district. I also pack many things for the tour. I pack my weapons, tools, food, and blocks. I use my weapons to defend myself from invaders. I use my tools when I need resources to not only survive but also develop and expand the village. I use my food to eat lunch in case I get hungry. I use my blocks to fix the gaps and expand the village as well. I do not usually bring armor to the tour, nor do I wear them in the past two days. I plan not to wear armor tomorrow when I explore the eastern district. If rain starts to occur while touring, I would come back home and wear armor until the rain stops. This is because villagers and iron golems provide protection against invaders.

After I gather everything I need, I run to the northwest corner where I last explored. As I travel through the district, I create trails that have yet to exist until I reach the main district trails which causes my shovel to get closer to wearing out soon. I explore every single building in the district except the farmland. Once I pass the center of the village, I turn south and explore every building along the northern strip. I even encounter a library which happens to look more like a school to me. I want books from there, so I can have fun learning fast. I am interested in reading about learning how to mine underground and craft items and blocks I need for both survival and for the economy. I continue to explore the library, including the upstairs and the deck. Nothing is used upstairs and the deck, so this gives me a chance to build a classroom upstairs. After I explore the library, I explore the hay building and some houses along the strip. Once I reach my house, I turn around and head to the farmland I saw in the morning. I harvest some carrots and potatoes just before I get hungry for lunch. I eat apples and carrots.

After lunch, the gap between the library and my house is not finished yet. I use all of my dirt to finish covering the northern gap. Because I want to fix as many gaps as possible, I head to the northwest mines I have been earlier and use my iron shovel. My iron shovel is closer to wearing out than new. As a result, I mine as much dirt as possible until my shovel breaks. Once my shovel breaks, I head back to the gap and fully finish it.

After I finish the gap, I come back home and skip dinner. I always skip dinner if my hunger level is full because that means I am not hungry yet. Whenever I am not hungry, I am always ready for constant sprinting on flat land. When the villagers go home and sleep, one of the villagers invades my house and steals my bed. Most of the villagers who sleep on my bed are babies because they do not know that stealing is not right. Whenever a villager sleeps in my bed,

I pull out a bow and arrow and threaten the villager into leaving the house. When the villager sleeps again while being threatened, I shoot the bow at the villager which loses half of their health to them. When the same villager sleeps at my bed two times after being attacked once, I attack the villager twice and mostly kill. In this case, an adult villager sleeps at my house and gets killed because I shoot that villager two times. After I kill today, I go to sleep,

Tonight, I am dreaming about another story where I die at the end again. In my village, I am sleeping when all of a sudden my house is burning. I am still sleeping until I hear a loud crack that wakes me up. I am surrounded by fire, and nobody bothers to save me by using a bucket of water to extinguish the fire. I escape the house slowly and burn. I survive the burn and keep going and going until I exit the village. After I exit the village, I suddenly get trapped by zombies. The zombies created a trap, so the trap looks like normal terrain of blocks. I did not notice the trap, so I stepped on it. As a result, the trapped terrain and I fall all the way to the bedrock. The speed generated by gravity is so strong that me and the terrain breaks the bedrock and enters the nether. I simply die by the impact which ends my story.

I wake up and get ready to finish the tour before I come back to school. The tours are used, so I can learn more information about the village and how to navigate it better. Just like yesterday, I gather my weapons and tools as well as food and blocks I need for my tour. For the food today, I brought apples, watermelon, carrots, and potatoes. For the blocks I have today, I bring wooden planks, stone, and dirt blocks. I also plan to use my shovel the most since I plan to create lots of grass paths to construct the beltway to better transport the villagers around the village. This time, I always bring emeralds and some important items with me. Even though some of the items are either useless or I have a lot of them, I give some of them to the villagers

for one emerald. When I want something useful or useless, I trade several emeralds for one item. The reason why I even want to buy useless items is because I want to give them to the poor and gain trading experience with villagers, so I can sell and buy better items.

After I plan and get ready for the day, I exit the house and see a horse that I want. I do not have enough time to tame the horse and assume that the horse will be somewhere in the village later today. My goal today is to not explore the entire eastern district and construct a beltway there but also tame a horse and trade if possible.

After I spot a horse and set goals, I start exploring the eastern district from the northeast to the southeast. Since the northeast is much more suitable to construct a beltway than the other three corners, I use the shovel to construct the beltway without having the shovel to wear out. I connect the northeast corner to the gathering site with a bypass trail. The northeast corner and parts of the bypass are already developed by village communities there. After constructing the beltway, most villagers are having lunch, but I skip lunch since I am not hungry.

Shortly after villagers eat their lunch, they start gathering at the center. I join the daily gathering and attempt to trade with some villagers. However, most of the items I want to trade with are either useless or I already have enough or more of them. I even forget about the trading levels for today, but I bring them up in my mind after gathering. However, I do not have enough time to trade because I am busy taming a horse.

I start to tame a horse. In order to tame, I mount on the back of the horse and get kicked. Whenever I attempt to mount several times, the horse lifts up the front. This happens several more times until sunset begins. Once sunset begins, I finally mount and ride the horse, I ride on the horse several times until I consider the horse to be tamed. After the horse is tamed, I put a

saddle that I got from the other village a year ago and the diamond horse armor that I got from the jungle temple after my parents died and left me alone.

I bring my horse to the garage, but the garage is too narrow for the horse to fit. As a result, I return home to get my remaining fences. I use dirt to shrink the gap to make room for the garage expansion. I expand the width of the garage by 1.5 while the interior of the garage is by two. The very left side of the garage is occupied by the side of my house. I removed the existing streetlight out of my way and moved them by a block. I am originally going to replace the light source with the same stripped wood, but I lose that block and replace it with one of the regular wooden planks with four torches surrounding it. I am worried that if I keep the torch attached to a regular wooden plank, the streetlight and even my house and garage will burn. Luckily, a week has not passed yet. After I expand the garage, I park my horse into the garage and create some grass paths in there. I ran out of time to finish the grass path at the back though.

After I park the horse into the garage, I return home and eat pork chop for dinner. After I eat pork chop for dinner, I pull out my bow and arrow again, wake up the baby villager, and threaten it with the bow and arrow. When the villager goes back to sleep, I shoot the bow at it, and it goes away. I take over the bed and fall asleep.

THREE

Once I wake up, a villager comes into my house and wants to trade with me. He is an armorer that wants coal and some emeralds. I give 15 coal to the armorer for one emerald. I spent five emeralds for one iron boot. The iron boots are useless because I already have them. However, the new iron boots could be used whenever my old iron boots wear out. Whenever my armor wears out, I buy new ones from a villager either while gathering or at a store. Every workplace where villagers work are stores that sell specific items. For example, farmlands are grocery stores that are sold by farmers. Armorers produce and sell armor to customers. Leatherworkers sell leather and some clothes to customers after producing them. Butchers hunt for food and sell them to customers at their grocery stores. Because I trade inside my house today as well as trading several days before, I want to trade more and earn enough money. That means I also want to learn more about how money works and the economics behind it. When I earn enough money, I can buy items that are more useful to me. Sometimes, I need these items especially when they are consumable. For example, my armor gets consumed when they wear out.

After I trade with the armorer, I go to the library I explored about two days ago. I brought my important book there. I check out the book with the librarian for free because I am considered at school. I spent the first half of the morning trading with the armorer, so I am spending the rest of the morning reading my important book about a normal village day.

When I read a book, I understand a lot about the content. The table of contents in the books include what to do after waking up, the jobs offered at the village, the work schedule, how gathering works, trading, going home, sleeping, and what happens at night.

The first chapter of my book is about what to do after waking up. Usually, villagers eat their breakfast first and wash their hands if possible. The well offers a place to wash hands or collect a bucket of water. Villagers may go to the well to wash their hands. After washing hands, villagers dress up in their outfit depending on their job. They pack up their lunch unless they are either a farmer or butcher in which they produce food for themselves and their customers. They also pack up items that are required for work before going to work.

After reading the first part of the book, most villagers eat lunch, but I skip lunch because I am not hungry enough. I plan to complete the southwest portion of the beltway trail in the afternoon. I bring my shovel and run to the site. I begin creating grass paths from the western district and connect to the southern district directly without going through downtown. My shovel is almost wearing out and is being consumed very quickly. Creating grass paths requires lots of shovel energy. Too much energy results in the shovel being worn out. However, that happens to my shovel just before I actually finish the work a few blocks west of the southern strip. Because of that, I have to go back home and craft a new shovel. By that time, sunset is beginning. I rush through my site and finish creating grass paths there before I return home for the day.

After I return home for the day, I settle down for the night. Without dinner, I attempt to sleep, but a baby villager is in my way. I pull out my bow and arrow and wake up the baby. I threaten with a bow and arrow and shoot as soon as the villager goes back to sleep. After shooting at the baby, the baby goes away, and I finally go to sleep.

This time, I am dreaming throughout the night. The dream is about me leading the entire village and dictating it. I can have all of the child villagers mine in harsh conditions with a long work day. I can even make the work day so long that all the villagers stop caring about security. As a result, the work day ends well into the night time while thousands of zombies are waiting around to attack. During the late rush hour, all the zombies suddenly attack and overwhelm the village's security which contains some warriors and iron golems. After the attack, the village becomes a zombie village, and one of the zombies kills me, ending my dream.

After dreaming, I wake up and get ready for school. All I need for school is a book and that is it. Once I leave the house, the rain starts pouring down the village, but I still go to the library without armor. I check in the library without the librarian. During rain, all of the villagers stop working and stay home. They just relax and enjoy the sound of the rain for hours until either the rain stops or the night falls. After I check out the library, I return home and keep reading my book. However, I usually check the time by observing the sun's movement and where it is. I can no longer check what time it is because the rain blocks sunlight. As a result, I keep reading until the next checkpoint. I just sit at my desk by the crafting table.

For the rest of the morning, I read my book. The part that I am reading is about the different jobs that are available to me. I read job by job. I want to know what each job means. For example, I first read about being a farmer. I started learning how to farm myself after the

hunting and gathering vacation around the jungle where I am born. Next, I read about the daily life of a butcher. Being a butcher is similar to being a hunter-gatherer. Butchers go outside the village and hunt for food. They generally look for meat since meat contains more calories than any other kind of food. I know how to become a butcher since my tribe has worked like them for thousands if not millions of years. Other workers such as armorer and leather workers produce armor and clothing respectively. My mom and dad knew how to produce clothes when I was a young teenager. I am not good at producing clothes, but I am a little good at producing armor when needed. That means I can either trade for armor or make my own. Most villagers make their own items and blocks at home, but some of them buy items from stores.

After reading about the different jobs offered to villagers, I get ready to fill in the northwest trail beltway. I pack everything I need such as weapons for defense, tools for building and mining, and armor for protection from the rain. After I pack myself with everything, I start my trail construction from the south and create trails using my iron shovel. I continue to dig and create grass paths along my site. At some point while doing this, the rain stops. I take my iron armor off and continue to create grass paths until my shovel wears out just before I actually finish the job. I sprint and rush to my house and quickly craft a new shovel. After crafting a new shovel, I return to my job site and actually finish the northwest trail beltway. I then rush to my house and get hungry all of the sudden. I settle down and get ready for dinner.

I choose my food for my dinner. The only food that I have 64 pieces of is muttons. I use my raw mutton and coal in the furnace to cook my main food. After I cook my mutton, I eat them, but I am not full yet. I finish my dinner with my bread. This prevents me from eating breakfast tomorrow morning, meaning I do not have to worry about breakfast. After I eat dinner,

a villager comes into my house and steals my bed. I wake him up and shoot him as soon as he goes to bed. After shooting him, he goes away. After the villager leaves, I go to sleep.

I have a good-night sleep tonight which makes me dream. My dream always revolves around me struggling to survive and dying at the end of the dream. This time, I am at a mountain with a high peak of thousands of kilometers somewhere in Asia. I accidently fell from the summit of the mountain and kept hitting the rocks on the way. Shortly after I hit rocks several times, my clothes wear out very shortly, and all of my items are falling down as well. This happens for a few kilometers down the summit until my body is full of blood. After I bleed while falling, the mountain goes even steeper, and I start my freefall. My items are freefalling as well. The freefall accounts for 99% of the fall while I fall down for hours. By the time I reach halfway through the fall, me and my items are falling at one kilometer per second. By the time I get too close to the ground, I fall at one hundred kilometers per microsecond. The ground that me and my items hit are made up of stone blocks. The falling items and I hit the ground so hard that I die instantly while my items get severely damaged or broken into pieces. The stone blocks that are impacted by the ground are also broken into holes by a small explosion from the falling debris. The explosion is as strong as a creeper. After the explosion, my dream ends.

Shortly after the dream, I wake up the next morning and get ready for school. I only pack my book and head to the library. Once I head to the library, I show the book to the librarian and check out my book at the podium. After checking out, I return home and spend the rest of the morning learning about my future job. While I am reading, I spend hours sitting at my desk. For every few minutes to hours, I check the time by going out and locating the sun. After locating the sun, I return to my reading until lunch break.

The most interesting job I want to work is mining and crafting. I plan that after several more years of education, I will build a facility specific to producing items and blocks for the village and hiring villagers to work with me to increase production and even lower the prices of products when being stocked at stores. In order to keep track of the time while mining, I need a clock. I will keep mining deeper and deeper. Also, I learn that the more deep I mine, the stronger the ores are. For example, iron ores are located between the surface and the upper underground. Gold ores are located in the middle underground to lower underground. Diamonds are located at the lower underground and bedrock levels. Emeralds are the most rare only being located in the same layer as diamonds but are more common in mountain biomes. Emeralds are not used to make weapons and tools but are instead used as a currency.

After reading parts of the mining section in my book, I check the time and notice that the sun is at its highest peak. Villagers are eating lunch, but I am not hungry enough to eat lunch. After lunch, I check the northeast beltway and notice that the trails are already completed. Because of that, I spend more time finishing the southeast portion of the beltway. I start the construction from the east and create trails going south and west towards the end of the beltway located just south of the southern strip. After the southeast portion of the beltway is complete, the entire beltway of the village is complete, and I open it to villagers.

After finishing the beltway, I head south to the forest and chop down some trees, so I can have enough wood to fix the gaps along the village trails. While I chop trees, I spot a sheep that I want wool off. Instead of hunting and killing the sheep, I use my iron shears to shear the wool off of the sheep while keeping the sheep alive. I need enough wools, so I can make all kinds of items such as expanding the village by placing beds in new houses in order to handle the expanding

village population. Not only do I chop wood and shear wools but also shear some leaves, so I can save them in case I can decorate something using leaves. I also create trails as far as possible all the way to the shore where I have docked the boat last Wednesday. There was tall grass where some of them provided me seeds in case I needed to farm later in the village.

I wait until sunset to return back home. After I return home, I reorganize all of my items in my inventory to my respective chests. All of the items that I have are mostly important except the leaves I sheared and the seeds I collected while creating more trails. My shears are less consumable than all of my items. I notice that most items I have except for the shovel and the food are less consumable because I do not use them very often. After I organize my items in my chest, I spot a villager sleeping in my bed. I wake the villager up and threaten with a boat. The villager goes back to sleep in which I shoot before the village leaves. After the villager goes away, I lay down in my bed. I wait a few minutes before falling asleep.

I woke up and noticed that today is Friday. This makes me so excited to wrap up my work and fill in the gaps to complete the village trail system. I am especially so excited for the weekend where I can relax as much as I want without a rigid work schedule. However, some of the villagers decide to work seven times a week. I remember during the tour, I noticed that the entire village lacks a church, so I am planning to mine enough stone and chop enough wood to build a church. I do not have any friends yet, so I am building all by myself.

After I feel excited for the weekend, I grab my book out of my important chest and go to the library to check in with the librarian. The librarian is still working standing next to the lectern where I check out my book for the day. I also grab and check out the bible as well. After I check the books out, I return home and actually read the learning book this time on the dining table

instead of my actual desk while I put the bible away. I only read the bible on Sundays at home in the middle of the morning until I build the church for the entire village.

I turn to the bookmark and continue reading about the guidelines of being a minecrafter. There are required and recommended items to bring to the mines. I need to bring weapons to defend myself against monsters. During the day, most monsters hide underground, especially the layers near the surface where they can easily resurface at sunset. I also need to wear armor to protect myself against other attacks from monsters. I also need a pickaxe and shovel to mine stone blocks and dig dirt blocks. After I pack all these items up, I am ready for mining. Also, I am planning to mine deep enough to mine better ores such as diamond and gold. Resurfacing from such deep layers takes longer than mining in the upper layers. In the lower layers, the book recommends that I eat lunch before taking a long trip to resurfacing. In some cases, I might want to use all of my wool I sheared from the sheeps to craft a bed, so I can use it to sleep underground. This is used, so I can be given enough time to mine better resources.

By the time I get far into this book, I go outside and notice that the sun is halfway through the day while villagers are eating lunch. However, I decided to skip lunch since I am not hungry. I mostly spend the morning reading a book which requires less energy. After I take my lunch break without lunch, I manage to finish all of the gaps. I started fixing the ones in the east. I then move to the northwest and fix them by expanding the trail width to reduce the risk of falling down a nearby hole. I also spend the rest of the day finding more gaps in the village, but there are no gaps. I seem to fix all of the gaps and actually complete most of the trail system. However, I am thinking about expanding the trail system into the countryside to connect to other villagers, but doing that requires a large amount of time for villagers. Expanding the trail mostly

requires workers to build a quick shelter and stay overnight. Those who cannot build a quick shelter expose themselves into getting attacked or even killed by monsters. I am expecting that the national trail system will take years to build with lots of villagers required. And I do not think I have permission from the king to build such a trail system.

After I fix the gaps and think about expanding the trail system nationally, the sky darkens, and I return home. Once I return home, I craft a new shovel because my old shovel almost wears out and gets consumed. I then reorganize my items into my respective chests. I am still not hungry yet, so I skip dinner. However, a villager comes into my house and sleeps in my own bed. I pull out my bow and arrow to threaten the villager into leaving my property. The villager refuses and gets shot by me. Whenever I attack a villager, I seem to disrespect the village and cause fear that security such as an iron golem or warrior becomes hostile to me because they think I am either a criminal or invader. After the villager goes away, I fear and go to sleep.

I wake up and get my bread from my important chest. I eat my bread for breakfast and grab a bucket of water and 64 leather pieces from my important chest. I wash hands with water and dry with leather pieces. Because today is Saturday, I decided to relax and think about something. I wish I could explore the entire island as well as the continent. After I spend a few days at this village, I am going to find a better village up north and hopefully it contains a church. I also want to explore more of the world such as the nearby continent after I explore all of the island. When I explore the continent, I will travel through all the biomes and villages out there. I will visit everyone over there and hopefully not get attacked by enemies there. I will even get new items and better blocks that I have never heard of or used before. After I obtain better items, I can even fight an entire war with a few groups of warriors with both zombies and other

enemies as well. I can hope to even take over or lead the entire world. This is true because I may encounter even better items as I explore the world, as long as I continue to survive my trip.

After I relax and think about exploring the island and continent, I attempt to wander around the village more. I make sure that there is a church in this village, but I do not think there is one in this village. As a result, I still plan to take an adventure to gain as much stone and wood as possible until I think that is enough to build a church for all the villagers in this village. For the rest of the morning. I am hanging around the center of the village where the gathering site is. I am looking at all directions of the village to make sure that the village has all basic needs. For example, I want to build a facility where all the village security works, including the iron golem. I want to build a hospital where injured villagers take time to regenerate their health. I also want to combine grocery stores, so that one store contains both produce and meat as well. My goal in this village is to build a church and obtain better resources and items than iron. After that, I am planning to upgrade the village and build essential buildings with hired workers

By the time I am done planning at the gathering site, I see most villagers eating their lunches, and some preparing for gathering. Because I am not hungry, I skip lunch and proceed to go mining. I mine lots of stone and manage to find iron ore and coals. I mine a few iron ores while I mine a lot of coal. Over the course of the afternoon, I take breaks by checking the time and locating the sun's position and movement. After I take a break, I return to my work site. When I return, I keep mining as much as possible. Now my pickaxe is getting used but is still less consumable than the shovel is. I check the time again and return to my work site again. I still keep mining and mining until I carry lots of stone. However, the stone blocks become cobblestone after they are broken. I check the time, and the night is coming.

When I return home, I organize everything in my respective chests. However, I remember having at least 64 coal, but I have 18 coal in my inventory. I ask myself, “Where did most of my coal go”? I check the furnace because I remember forgetting to pack the coal from the furnace during my jungle vacation. I also remember recovering the coals after I return from the jungle vacation. The same thing happens when I recover most of the coal from my furnace. I place both coals in my important chests with all the other items. Without dinner, I enjoy the night, but a villager is in my way. For the last time, I pull out my bow and arrow to threaten the villager into leaving the house. I attack the villager every time he goes back to sleep. However, this happens two times in which I finally kill the villager.

After I kill the villager, I lay down in my bed and feel frustrated. I am thinking that I am disrespecting the village and taking some of the lives away. I also think about the respect system that determines how innocent or guilty I am called. This is popularity which determines the price of items offered in stores as well as the behavior of the village security. I notice that attacking or killing young villagers loses popularity more than hurting adult villagers. I also think the only way to recover my popularity to become more innocent is trading. I also plan to stop villagers from sleeping in my bed by “locking the door”. I first plan to block the door using a random block and destroy the bed, so that villagers are forced to take a different bed or even their own. After planning to lock the house at night, I fall asleep.

When I wake up, I am not hungry enough to eat breakfast. I started smelting all of my iron ores I mine yesterday. While I wait for all of the iron ores to smelt into iron ingots, I sit down at my desk and plan to build a church using a detailed step. I am going to follow these steps today and in the next few days as well. After all the iron ores smelt into iron ingots, I take

out all ten iron ingots and place them in the chest. However, I reorganized the important chest to make room for two spaces of iron ingots because I have more than 64 ingots. After organizing the chest, I take a look at the bible first and then pack myself with everything I need for the day. I pack up all of my weapons, tools, and torches as well as food in case I get hungry for lunch. I also pack emeralds and other items in case I trade with villagers.

After spending half of the morning getting ready and taking a look at the bible, I leave the house and head south to cut more trees. I also expand parts of the trail to connect to the shore. The purpose of expansion is to transport villagers to the shore and open trade between the village and the rest of the world. That is why I rely on cutting trees that are on my trail's way and getting enough wood to build the church. I also shear leaves that are in the way of my trail as well. I spend the rest of the morning chopping trees. I am still not hungry yet, and the sun's location is at noon. I shift my work from chopping trees to mining. When I mine, I mine a chain of coal and iron ores that I see. I often check the time several times. For the last couple of hours of mining, I mine a tunnel as far as possible while placing torches. Whenever I feel like the mine is dark, I place a torch. After placing five torches, I sprint and check the time. I then finish the day turning around and mining more stone the other way. I not only mine stone but also mine granite and diorite blocks as well. Once I feel like I am done mining, I check the time again and find out that the sky is getting darker. As a result, I stopped mining and returned home.

Once I return home, I feel hungry and place a diorite block by the door to prevent villagers from entering and stealing my bed. I also take my bed away as a measure to stop villagers from stealing my bed as well. After I take measures and lock myself inside, I cook and eat my chicken for dinner. After dinner, I wash my hands with a bucket of water and dry using 64

pieces of leather. After washing hands, I organize my chests and inventory by putting everything from my inventory to my respective chests. I even place my bed and place the diorite block into my long-term chest. I lay down in my bed and think about respecting the village.

Before I fall asleep, I am planning to respect the village more. First, I am planning to upgrade my door from a wooden door to an iron door. I remember having a lever I got from the jungle temple about a year ago. Since the iron door does not have a door knob, I have to install levers by the door to open the door. No villager knows how to use a level and open an iron door. Using an iron door is the most effective way to keep villagers away from the house without losing my popularity. After I plan to install an iron door in my house, I fall asleep.

FOUR

Once I wake up, I resume my learning and work day again. I get out my book and head to the library to check in with the librarian. After checking in, I return home and read more. I left off with the end of the mining section. I keep reading on my desk. The part of the book I am reading is about returning to the surface and crafting. After mining, workers usually either return to the surface or build a shelter in the mines. Building a shelter in the mines is for workers who continue to mine deep underground. Even still, there are limits such as staying in the mine shelter for five days a week Monday through Friday. On weekends, every worker must return to the surface and enjoy the weekend. The layer determines when workers are returning to the surface or building a shelter. The bedrock is so hard that it cannot be mined by any pickaxe. Bedrocks are located between layers 0 and 2. Sea levels in this world are 62 meters above bedrock. That means that workers who mine 31 meters and below can build a shelter any day except Friday and weekends. Workers who mine 31 meters and above must return to the surface by the end of the day. These rules are enforced by the King and local village security.

After workers are done mining, they must return either home or to their assigned river factory. They must use the materials and ingredients they mine to craft items using a crafting table or other crafting stations. They must also trade items they mine to other villagers. These villagers are responsible for either selling these items if they are the final product, or using intermediate goods to craft into final products. All final products are distributed to stores and villagers that can be bought by customers. However, workers can also craft items they need for themselves. They can choose to craft inside a factory or at their home, depending on their choice. Older workers tend to craft at home while younger workers craft in the factory. As generations of villagers get older, more and more workers are working in the factory. In factories and homes where items are crafted, the coal is only used for cooking food and smelting ores into ingots. It is not yet used to power up machines since nobody knows how to power using coal.

After I finish the minecraft chapter, I decide to skip lunch since I spend most of the morning reading the book. I am one of the only humans in the village to not feel hungry every lunch. Most villagers feel hungry after half of the work day and eat their lunch. After taking a lunch break, villagers return to work and prepare for the gathering. Meanwhile, I head south to the unfinished trail. My plan for the trail is to extend it all the way to the shore where my boat is parked almost two weeks ago. I bring everything I need such as tools, emergency food, axe, and of course shovel. Once I head to the end of my unfinished trail, I extend the trail as far as possible using my shovel. My shovel is getting more and more consumed as I extend. When the trees are in my trail's way, I cut them down to gain wood and get trees out of my way. However, there is a big tree I have to deal with at the end of the day. I chop the wood, but the top one is too high for me to chop down. I build the logs up and finally chop down before stopping for the day.

During sunset, I rush to my house by sprinting except for going uphill. When I go uphill, the gravity slows my speed down when running. When I go downhill, I spring even more fast. Eventually, I arrive home and find two villagers invading my house. One armorer just lay down on my bed. I put everything away in my chests and woke up the villager. However, the villager returns to sleep just before I wake him up again and accidently attacks him. Because of the accident, my popularity gets lower before I go to sleep. Before I fall asleep, I am thinking not to attack any villagers and upgrade my wooden door into an iron door tomorrow with levers. This will improve my house security because my biggest pet peeve is having villagers invade my house and steal my bed. Luckily, no villagers stole my items from my chest.

When I wake up, I get ready to read for the whole morning. Since I got hungry yesterday and did not have enough time for dinner, I ate bread for breakfast. I wash my hands and get ready for the day. All I get out from my important chest is my book. I take my book to the library and have the librarian check out the book at the lectern. After checking out, I return home and start a new chapter. I am also thinking about crafting a quill in order for me to write something to the villagers when I manage to discover something new to them.

The next chapter is about the weekly schedule for the village. Villagers are composed of four types: children, nitwit, unemployed, and employed. The children range from being newborn to about 13 years old. Most children wander around the village and play with each other or interact with other villagers. However, some children, especially the older ones, stay either at home or in the library to read a book. Some learn how to read and write as well as learning about the village. Most of the children who learn only read for either the morning or afternoon before they spend the other half of the day wandering and playing. Only a few percent of the child

population reads for the entire day but are less active overall. While children are wandering and playing, they are improving their physical body like taking phy ed class.

The next type of villagers are nitwits. Nitwits tend to wander around the village the whole day and exercise their bodies. They do not earn money for wandering, and the only way to earn money is through selling useless items. They are dressed in green outfits and start their day later than the other villagers. The day begins when rush hour begins. During rush hour, villagers are going from home to work. Nitwits sleep during rush hour. They wake up after the villagers start their work. They get ready for the adventure around the village and wanders for most of the day. They take their lunch break one hour later than normal which is when most villagers gather. Nitwits are usually not present in the daily gathering. They just wander, and some of them pass the gathering site where most villagers are gathering. They continue to wander through sunset and sleep later. Normal villagers return home which creates another rush hour. Nitwits wanders through rush hour. Once all of the villagers are asleep, nitwits continue to wander for one more hour. Some of them are more vulnerable to monster attacks than normal villagers since they still wander into the night time. However, zombies rarely enter the village because security guards and golems defend the village from monsters. After one more hour passes, nitwits return home and sleep. When they sleep, normal villagers have slept for one hour.

After I read the nitwits section in the book, I close my book and take my lunch break without eating lunch. After lunch break, I pack everything for the afternoon. My shovel is in good condition to finish the trail, I head out of the house. As soon as I reach the well, the rain starts raining the village. As a result, I return home and gather up my iron armor. I put my armor on and proceed to my final site. I use my shovel to keep producing grass paths all the way until I

reach the shore. Once I reach the shore to the left, I notice that my boat is in the wrong location to dock. By the time I finish the trail, my shovel is mostly consumed but not worn out yet. I travel through the shore and into my boat. I move my boat to a better shore where it directly provides trade to the village by traveling through the newly constructed trail.

After I move my boat, I travel along the new trade route to the village while it is still raining. I sprint myself back home but not too much since I have to go uphill several times. When I get back home, I am planning to either eat dinner or start upgrading my door in order to keep my bed from being stolen by the villagers, but there is not enough time to do either of these. I feel a little bit hungry and plan to eat bread for breakfast tomorrow. I go to bed.

When I wake up, I start eating my bread for breakfast and wash my hands after. I take out my book and go to the library to check out my book with the librarian. I also pick another book and a quill for me to write. I believe I can discover something new that nobody has discovered before. The book that I just picked out is empty with no text on it. I don't even own something to type. The book I have been reading has text that looks more typed than written. When I discover something new, I am going to write my book using a quill. I am going to be more accurate to write so that the text will look like it has been typed. I am not sure how quills work. I believe that it can write like a pen or pencil, or just automatically type the words. At this time, only the wealthy writers own a keyboard to write their books though.

After I check out the two books, I return home and start to install the iron door. I use six iron ingots to craft an iron door. I remove my old wooden door and replace it with an iron door and my two levers to open the door. The iron door lacks a doorknob. I put my wooden door in my long-term chest. I test the two levers to check if the iron door is working well. The door is

working well, but I am more concerned about the time it takes to open the door. With levers, the iron door takes longer to open and close than a traditional wooden door. I am planning to install stone buttons after I read sections of the book. The stone buttons will make the iron door open as fast as a wooden door. Unlike wooden doors and lever-controlled iron doors, the button-controlled iron doors are open after the button is pressed. Only one person is allowed inside before the door closes just after it is open. Some people have a hard time getting in because they accidentally run into the wall instead of the narroway into the door.

After I install and test the iron door, I continue to read where I have left off where I am at the end of the nitwits section. The next section of the chapter is about the unemployed. The unemployed villagers wake up at the same time as normal. Like nitwits, they just wander the whole day and take their lunch break in the middle. One of the differences between nitwits and the unemployed are the schedules. The unemployed wake up earlier than nitwits and sleep early too. That means they follow the same sleep schedule as ordinary villagers. The goals are also different two. The only goal for nitwits is to wander and sleep later. The main goal for the unemployed villagers is to wander to find a job for them to become employed. In villages that have more jobs, the unemployment rate is low. In villages that have fewer available jobs, the unemployment rate is high. That means that the unemployed in villages with available jobs would likely become employed. They tend to be younger than all of the other villagers and just have graduated from school. Unlike nitwits, the unemployed participate in the daily gathering to socialize with other villagers to try getting hired for a job.

While I read about the unemployed, I picked out two cobblestones and some coal. I place the two in the furnace to smelt the cobblestone into a stone block. After smelting, I use my two

stone blocks to craft two stone buttons. I remove my one lever and replace it with one button. I test out the first button and get out of the house. I remove my outdoor lever and replace it with my second button. With the two buttons installed, I test them out and practice entering and exiting the house several more times. By the time I test the button-controlled iron door, the villagers start to gather. After testing the iron doors, I continue to finish the unemployed section of the book. After finishing, the gathering is nearly done as I get distracted by it.

Without lunch, I pack up everything I need to mine. That includes every weapon and tool I have as well as armor. I also need torches to light up the mines as well. I also pack up carrots in case I get hungry. After packing up, I am ready to start mining. I enter the mines near the well. I go through the tunnel I have created a few days earlier and continue to mine as deep as possible. I mine stones using a pickaxe and dig using a shovel. At some point, there is a lot of dirt for me to mine, so I can dig until almost my shovel wears out. Luckily, I have another shovel with me, but I do not want to use it until at least tomorrow or so.

After I mine for a little bit, I resurface and notice that sunset is happening while the villagers return home. I resurface through the exit by the horse garage. I return home and notice that the iron door prevents my bed from getting stolen by the other villagers who do not have their own bread. I organize all of my items in my chests and go to sleep.

After I wake up the next day, I continue my morning by learning. All I take out is my book, and I all need to do is to go to the library. When I arrive at the library, I check in with the librarian like always. After checking in, I return home and continue to read.

I just finished reading about the unemployed. And now for the final section of the chapter is the employed villagers, which are the most normal villagers and also makes up a majority of

the village population. They wake up at the same time as the unemployed and get ready to go to work. At this point, the sun is rising, and the monsters start to burn. Shortly after getting ready, the villagers head to work. The employed are also diverse with different jobs. Most of them are just standing by their job blocks. The job blocks help villagers do their jobs, and that is where most villagers spend most of their time during the day. Sometimes, workers move away from their blocks to gather up before returning to work. During lunch time, they move away from their job blocks and either head home for lunch or eat lunch at the job site. After lunch, they return to work while also preparing for the gathering. The afternoon section of work is much shorter than the morning because of the gathering. It is used by the workers to finish what they are doing. After finishing, all villagers except nitwits and children gather. The gathering takes place at the center of the village where the bell is. The bell is located mostly either at the well or at the fountain where water can be used at. During gathering, villagers socialize and provide trade. The gathering lasts for a few hours. After the gathering, workers return to work and clean up their blocks. After cleaning up, they return home and eventually go to sleep. However, some employed villagers can work anytime at any day. For example, there are two types of guard units: day and night. They are both responsible for preventing crime and invasion with the help of iron golems. The night unit of guards are even more responsible because crime happens more at night than day. At night, monsters spawn more frequently than day time, so guards must take extra caution and defense to protect it. At this point, the chapter ends.

By the time I finish the chapter, most villagers have already eaten their lunch. I start to gather up my stuff for mining and start to craft a ladder. I take out my 47 logs and convert 27 of them into wooden planks. I craft 54 wooden planks. Out of 54 wooden planks, I convert some of

them into sticks. Using these sticks, I craft 18 pieces of ladder. That means I am going to install 18 meters of ladder in the mines. After I craft the ladder, the villagers are gathering nearby. While gathering, I spent one emerald to buy four pieces of redstone for my future technology. I believe I can use redstone for electricity. After trading and gathering for a little while, I start mining. I go through the mines I created this week. I dig 15 meters straight down and install 18 ladders. Three meters of ladder are visible on the top floor. I start mining a little bit until I feel tired so much I have to resurface and end my day. I keep sprinting through the mines and eventually resurface. I exit through the pit near the horse garage. I return home.

By the time I return home, I am a little hungry. I am not hungry enough to eat meat, so I plan to eat bread tomorrow. I settle down by putting all of my mining items away, including weapons and tools. I take off my armor too and go to sleep.

I wake up and feel excited for Friday. I am so excited for the weekend as well. I eat bread for breakfast and wash my hands. After washing my hands, I take out my book and go to the library to check in with the librarian daily. This is my last check in for the week before I enjoy the weekend. I return home and start a new chapter.

The new chapter is similar to the last one. It is about the weekly schedule and the calendar instead of the daily schedule for each villager. The chapter generally goes in order and mixes up with different types of villagers. A normal week starts on Sunday. Sunday is the day where god created light and darkness. Villagers relax and take a break from work. They celebrate the first day of the week by going to church to worship with god. Masses usually happen three times a day run by a priest. They happen after sunrise, noon, and before sunset. However, my village does not have a church yet, but I am planning to start construction tomorrow. After

church, villagers can do whatever they want. They can even choose to work if they want to help with the community. I even work during the weekends because I enjoy it. On weekends, villagers can work at any job instead of an assigned one either by the village mayor or the king. They can take a break whatever they need to. That means weekends are generally a free day where villagers get to enjoy freedom. However, villagers must sleep after sunset to get ready for work except for Fridays and Saturdays. On Monday, villagers enjoy the first day of work for the week. Monday is also the day where god separates the sky and the sea which is the reason why the king assigns that day as the first work day. During work days, the villagers must follow the rules of the day enforced by either the king or the mayor of the village. This happens from Monday to Friday where god does his most work when earth is about to be created. On Tuesday, God creates land and soil that results in plants growing. On Wednesday, God creates the sun, moon, and stars around the earth. On Thursday, God creates birds and fish. On Friday, God creates land animals and humans. On Saturday, God takes his rest from work which ends the week. This is why workers usually take their break on Saturdays where there are no rules to follow except for the essential ones. Essential rules include hurting and stealing in the village.

After I get this far in the book, I gather all of my mining items I need for the mining. I also feel like crafting six meters of ladders before I mine. This time, I get ready for mining just before the gathering starts. Once I exit the house, I can see villagers coming together to gather. Some of the villagers even start to gather. I ignore the gathering and instead go to the mines below it. I went through the mines I visited yesterday. I expand mine even further a little bit. I install six ladders in the mines and continue to mine a little bit further. While I mine, my shovel finally wears out, but I have another shovel with me. After my old shovel wears out, I decide to

resurface and go back home for the rest of the day. Once I resurface, sunset is already happening. This time, I exit through the well instead of the pit by the horse garage.

After I exit the mines, I return home. Once I return home, I am a little hungry. A few weeks ago, I never ate bread. Now I get to eat bread for breakfast more and more. I am never hungry three times a day. Now I only get hungry once a day. That is why I am planning to make a weekly meal. On Monday, Tuesday, Friday, and Saturday, I am going to eat bread as a main dish as well as fruits and vegetables for a side dish. Side dishes are only required if I am not full even after I eat the main dish. On Sunday, Wednesday, and Thursday, I am going to eat meat as a main dish. Fruits, vegetables, and bread are going to be side dishes if needed. After creating a weekly meal, I plan for the fun weekends. For me, weekends are the most fun days ever. I have not considered weekdays where I take breaks because I have not read about it yet. I know that the next chapter is going to be about what happens every year and the holidays that are going to occur in a single year. After thinking about food and the weekend, I sleep.

I woke up and ate bread for breakfast for the last time. I wash my hands after eating bread, just like every meal. I then relax for a few hours thinking about the architecture and the location where the church is. After a few hours have passed, I gather all of my wooden and stone blocks I need to build a church. I also gather my weapons and tools without armor. I only need a sword to defend myself and also to break specific blocks. I spent one hour finding a location for a church. Once an hour passes, I pick a location where the church is going to be. The church is going to be located across my house between the streets. The church door is going to face south and is going to be accessible through the eastern trail. However, the hays are in the way of the construction site, so I harvested all of them and put them into my inventory. I craft half of the

hays into wheat. I then concert wheat into 15 pieces of bread that I all put in the chest. After I store the remaining hays, wheat, and bread in the chest, most villagers eat lunch.

After I take my lunch break, I return to my construction and build a perimeter of cobblestone. I build high and make room for windows. Making room for windows saves more cobblestone, so I do not experience a shortage of cobblestone. I continue to build high up in the perimeter. The height of the church except for the decorative roof is going to be five meters high. The interior of the church is going to be three meters high. The vast majority of the cobblestone blocks I have from yesterday are now being used in the church. Excluding the ground level and the decorative roof, the church is going to be four meters tall. For the ground level, I remove some dirt blocks out of my way. I store all of the dirt in my inventory. I then use all of the area within the ground level to cover up the floor made of wooden planks. After the floor is constructed, I return to the roof and finally build the cross by the church door. Since the night is coming shortly, I rush to finish the cross. Building the cross sign is the most dangerous part of the construction. This is because I have to go to the other side which involves me falling a story away and taking fall damage. I climb back up using the window space and finish the other side. Because I am getting tired, I forget to be careful when going down and eventually hurt because I fall a story of blocks away. By the time I return home, I am getting hungry, and my health is not full. Because I am hungry, I am not healing quickly and feel pain in my feet.

Shortly after returning home, I decided to eat meat for lunch tomorrow. I organize all of my construction blocks and other items away in my chest. I lay down in my bed and think about what happens when I open the church. I hope that happens tomorrow when I start the first mass before sunset. Tomorrow, I am going to work hard and craft more blocks. I am going to use my

extra items such as stairs as benches and wooden planks as a podium. If I can craft a lectern, I am going to install it where I am going to run the mass as a priest. However, I am also going to install another podium or lectern across the church where I am going to make announcements about the village news and introduce the new church to the villagers. I am also going to start a preview of what the mass will be like when the villagers gather. Right now, only half of the villagers are religious. When I open the church, most villagers are going to be religious. My only job on Sundays is being a priest. After thinking about the church opening, I sleep.

FIVE

I wake up, and a new week has started. The church is not finished yet, so I am hoping to finish the church today and even start the first mass in the village. I check the area of the roof, and I do not have enough cobblestone to finish the basic roof. I pack everything up for mining and start mining in the caves nearby the well. I accidently fell into the cave and took fall damage. My health is not healing as fast, so I am planning to eat breakfast after mining. I just forget that it is Sunday, and I am scheduled to eat meat. Instead, I am thinking about eating bread. After taking fall damage and thinking about breakfast, I continue to mine. I spot iron ores that are going to be useful. I mine a total of four iron ores before I have to mine another rock to get out. After getting out, I spot a gap where I can mine as much stone as possible. Once I get enough stone, I resurface. The roof area should be 66 m^2. I have more than that though. After resurfacing, I return home and eat my bread for breakfast. I am a little more hungry than normal. After breakfast, I am saving for a carrot lunch while forgetting to eat meat for lunch. I wash my hands and craft six pieces of ladder. I only need to install four out of six ladders though.

When I get to my construction site, I install the ladders next to the church doors, but there are no doors yet. I just climbed up and installed the roof. I throw my stones so hard that it sticks to another stone. I also normally install the stone blocks. I do not need any hammers and nails to install anything in the construction. I just use parts of the block to stick them to one another. That is how I install it. Other people know how to do that too when villagers install village buildings. Once the roof has been installed, I examine the cross. The cross still does not look good to me, so I plan to expand it after lunch. I check the time by looking at the sun, and it seems that it is lunch time for the village. Since I am a little hungry, I return home and start smelting four iron ores into iron ingots. While the iron ores are smelting into ingots, I eat carrots for lunch. After eating and smelting, I wash my hands and put the four iron ingots and several coal into my important chest. After that, I continued to return to the construction site.

When I return to the church construction, I examine the cross more. My health is getting full which means I can build near the edges of the building. I expand the cross by two blocks instead of one. Since there are not enough ladders to get to the top of the cross without having to take fall damage, I just jump and build my stone blocks as fast as possible. I accidently fell out of the tower I just built to get to the top of the cross and take fall damage. I mine the tower and start all over again. After the second try, I take caution and carefully install parts of the cross on both sides. Even still, I fall from the top of the cross and take fall damage even if I fall into the grass path. The damage is not taken as much as that of falling into the stone though. By the time I finish expanding the cross, sunset is coming shortly.

During sunset, I wrap up everything for my project and get ready to return home. I am not hungry for dinner and am expected to stay like that for the next few days to weeks. I settled

down in my house and reorganized my inventory items into the chest. After reorganizing, I skip dinner and start preparing for the night. Before I sleep, I am planning to spend the next two days constructing the church and having it be approved by myself before I open the church to everyone. I believe that the building is not just a church but also a school.

After planning to open the church, I fall asleep and start dreaming about the future of the village. The future of the village is mostly the same except for the school and church. During work days, children have access to school. The school offers many classes such as English, math, science, and social studies. It also offers other classes such as art, music, P.E., health, technology, and crafting. One of the most important classes in the school is learning how to believe. Learning how to believe involves reading the bible and learning how to enjoy the mass. Masses are offered at school like once or twice a week. Students are expected to go to mass on Sundays. On weekends, masses are offered. On Saturdays, masses are only offered after the gathering. On Sundays, they are offered during the morning, noon, and evening. After thinking about the future of the villages with the church and school building, I sleep.

When I wake up, I am not hungry yet. I just take out my book and go to the library to check it out. However, the librarian is not present at the library. I spot a villager who happens to be a nitwit. I also believe that the librarian changes to a nitwit. Anyways, I proceed to check out the book and return home to enjoy reading and learning.

I remember leaving off with the weekly schedule based on the schedule God created in the first seven days to make life possible. Many villagers actually believed that God used his seven days to create life on earth before I make scientists discover something new. The next chapter is about how gathering works. Usually, villagers gather in the middle of the afternoon.

When gathering, they can socialize with each other and enjoy the center of the village. Sometimes, trade is promoted. Whenever someone outside the village comes to a village, such as the wandering trader, he or she offers trade to the village. That means that the village can receive items and goods that are not produced in the village.

At this point, other villagers across Europe and the entire world are discovering something new. I am one of them who wants to learn more about how things work in this world. Some people are starting to discover that the bedrock is 62 meters below sea level and that the global height limit of the building before the structure becomes unstable is 256 meters high. That means that a building can be 256 meters high from the bedrock before falling down. Others are aware of different biomes across the world. Some are even trying to explore the entire world and make maps such as the islands in the oceans and exploring the deeper parts of the ocean itself as well. Sometimes, some of these people arrive at my village and teach me how things work. Then this information can be part of science and social studies class. Other people are becoming experts at English and math with new content arriving.

The gathering in the village lasts for a few hours. Villagers do not have to socialize in the gatherings. Sometimes, gatherings promote events such as parties, weddings, concerts, outdoor masses, etc. After gathering, villagers start packing up at work.

After reading the book, I eat porkchop for lunch and wash my hands. I then check how many church benches I need to install and how many stairs per bench. I learned that I need four blocks of wooden planks for the podium and eight church benches. That means sixteen wooden stairs for the benches. The benches are going to be organized into a two by four area that covers up most of the church. I calculate that there will be sixteen villagers per mass. There are four

masses per weekend in which up to 64 villagers can participate and attend one of the weekend masses. About 16 villagers are going on Saturday afternoon while 48 villagers go on Sunday. If the population of the village is more than 64, another church needs to be built especially when more villagers believe in a religion. After calculating everything, the interior of the church seems to be done at this point. I still have to examine the exterior, especially the top of the church. When I get out, the cross is built wrong, and there's no decorative roof.

I climb to the top of the ladder and spend the rest of the day fixing the cross. Unlike other attempts to build on the roof, I did not take fall damage this time. I only build stone one block above the wrong position and remove the older three blocks. The cross looks much more realistic to me right now, and it symbolizes religion to all the villagers that makes them think about Jesus Christ. The only part of the church that is missing is decorating the roof like other buildings throughout Europe. Decorating the roof is not required to open the church, so I am expecting the grand opening to be this Saturday afternoon. Tomorrow, I am not thinking about decorating the church because I want to inspect the essentials for a church and approve of myself before the grand opening. I also want to mine gold between Wednesday and Friday as well. I am planning to build a mine shelter and read in the mining. I am going to tell the librarian if there is one that I am staying at night while mining gold. There are two reasons for mining gold. One is for upgrading my items such as weapons and tools. The other reason is for crafting a block. All I need to craft a block is gold ingots and redstone. I already have enough redstone at home. After thinking about what is going to happen this week, I go home and sleep.

When I wake up the next morning, I am not hungry for breakfast but get ready for the day, I get out my book and head to the library. I then check the book out at the lectern with no

librarian present. I do not know why there is no librarian present. Usually, there is a librarian present for me to check out though. After checking out at the library, I return home and enjoy reading the book. From this point, I read for the rest of the morning.

I just bookmark at the end of the gathering and how information is arriving to the village from places across the world. The new chapter is about trading, Trading is one of the most interesting parts in my life. Trading happens in two ways: Within the village and between locations across the world. That is also known as local trading and economic trade respectively. Local trading involves villagers trading emeralds for items or items for emeralds. That means they can buy goods that cost emeralds or sell goods to earn emeralds. Trading happens during work time where customers pay workers emeralds before buying the items they need or want. They happen in stores that workers have called during work time. They are also promoted during gatherings where lots of them happen between villagers. There are many factors that determine prices of each item such as type and individual popularity. Individual popularity is the level that determines how good or bad a villager is. Trading earns popularity. Popularity can be lost by breaking the rules of the village or the kingdom. Lower popularity means that villagers can be given consequences like iron golems attempting to attack or being sentenced to prison. Higher popularity means lower prices of items and more respect from the village.

After I read about trading, I close the book up and take my lunch break without lunch. I am not hungry at this point unlike most other days. After lunch break, I convert logs into planks and use them along with existing planks to build a podium at the gathering site, so I can announce some news about what is going on in the village when I need to. Today, there are fewer villagers roaming around the streets and gathering than in the past few days. I do not know why,

but I guess that most villagers are so busy at work. However, I spent the rest of the day exploring the new church and the outdoor podium as well as staring at one villager. There are two villagers around me in which one is unemployed, and the other is a farmer. I check the menu for trading with the farmer, but I do not need anything from the farmer. After the farmer leaves, I spend the rest of the day staring at the unemployed villager until sunset.

During sunset, I rush to my house and settle down. I do not have anything to eat for dinner because I am not hungry yet. I organize my chests by transferring items from my inventory to the chest. I also have removed the ladder that takes me to the top of the church. I make sure I have everything organized, and then I go to bed and sleep.

SIX

Inyola Islands

In the islands in the North Sea to the east, someone lives on the Island of Whitecrest. The island is shaped like a C if the map is facing the opposite direction from normal. The network is not too far from any blocky places in the world. Unlike the known locations, this network does not have blocky islands, allowing more supplies to become more advanced than the blocky ones. There is one player on the island who is willing to trade with other islands despite enemy relationship.

The player wakes up when all of the sudden a storm sweeps across the island. He is unable to begin trading daily. The trading time has been delayed by the storm. As a result, the player stays at home for a while, waiting for the storm to pass. Normally, the player would begin trading paper and other supplies to Fenwick, another small island just west of Whitecrest.

The player continues to stay for a while. The other players take their risks by chopping down the trees and mining iron. Unlike most places, the Island of Whitecrest has iron ores on the surface, formed as a rock. Of course the island has lots of trees to get chopped down. Somehow,

the king often places saplings on the locations where the trees have been chopped down before, so the tree would grow once again and become ready to get cut down.

All of the sudden, the player becomes so impatient that he decides to take the risk and begin trading during the storm. He goes to the dockmaster and gets the ship ready. The ship is medium-sized but still bigger than the blocky ships. Most of the blocky ships do not run for very long as they sink easily. This is why some shipwrecks are found in blocky bodies of water. Anyways, the player goes on the ship and sails shortly to the trading docks where he gets at least one paper. From there, he begins to sail away from the island and into Fenwick.

While on the way to Fenwick, the player sails as fast as he could and becomes brave while sailing in the storm. Still though, he does not want the wind to tip the ship down or else the player has to swim back to safety on the nearest island. As the player gets closer and closer, it is clear that he could end up in Fenwick. The storm has not tipped the ship yet.

After a while of sailing, the player finally arrives at Fenwick island. He drops the paper off and notices something. He only earned 15 doubleloons, the money given within Inyola. This is because there is a low demand for paper in Fenwick, meaning the player must trade somewhere else where the goods and supplies need to be sent to places with a high demand in order to earn a lot of doubloons. More doubloons means more upgrading of character.

After spending time exploring Fenwick, the players sail back to Whitecrest. He makes a plan on exploring the island tomorrow to learn to upgrade a character. He needs more materials ready to buy and craft the items he needs. Last, the player wants to explore the other islands too.

Finally, the player returns home as he prepares for the night. He gets ready to go to bed for the night. At last, the storm passes the island already. Last, the player goes to bed and sleeps.

The player wakes up the next morning and gets ready to explore the Island of Whitecrest. Not only that but he is also getting supplies such as oak wood and iron ingots. This time, there is no storm, so he basically gets out early and avoids trading. Instead, he spent the time exploring. He plans to explore the places from north to south, or from south to north if he wants to go from the top of the C to the bottom of the C. The player chooses the clockwise way around.

The player gets ready to explore the island and work, so he can upgrade himself. His goal is to trade widespread supplies within and outside of the network of islands. From the house, the player goes north and begins on the northwest corner of the island. He then makes a morning journey and explores the trading docks. This is where the player normally begins the trade by getting paper or other supplies. Then, he goes east a little bit along the docks and goes to the main part of the island. Along the way he spots the iron ores and trees. Other players are busy working nearby. From there, the player makes his way south while exploring the town.

The player then turns left while heading south then going east. He then explores the main set of houses and businesses where the other players live. This is the main part of the island. The island is made up of residential areas to the east and the rest of the areas to the west. The far eastern areas of the island are undeveloped with just grasses and a few trees there.

However, the player gets more hungry than I do. While I do not get hungry for a while, the player gets hungry very often from the hard work he does. I really wish I can meet the player, and I can even get the player to trade with me someday. Both the player and I take a break at the same time despite being in different locations and very far away from each other.

After the break, the player continues to explore the rest of the island. He quickly examines the rest of the docks before heading on the southern half of the island. On the southern-

most side of the island lies the main security and prison facility. The player explores the facility. When he gets there, he discovers that there are canons to fire. The player does not want to fire a cannon because it's illegal, loud, and can alert nearby enemies if there are other ships nearby.

After exploring the prison, the player goes back to the central part of the island where he got in the middle of the day. He then works on getting more logs and then more iron ingots. This is because the player can upgrade by crafting and buying. He can even sell his own items for more doubloons. The player continues to mine more iron ore rocks on the surface. Even though the player can mine, he cannot go underground because of the king's strict rules. Finally, the player mines the last iron ore and chops down the last oak tree before sunset comes.

The player goes back home and settles down. He plans on trading for tomorrow as well. He prays because of the weekend schedule. Last, the player goes to sleep for the night.

The player wakes up the next morning on Tuesday while I am planning to read in the church. While I read in the newly built church, the player plans on exploring the free islands outside of Whitecrest. These islands are not claimed by any of the three kingdoms. The only three kingdoms in the Inyola Islands are Whitecrest, Blackwind Cove, and Nova Balreska. However, the player plans on exploring the two other kingdoms tomorrow and makes a war.

The player gets ready to explore all of the islands he could. He sails his ship to Fenwick first. Then, he explores the small island. The island is not claimed by a kingdom, although some players from Whitecrest often come here for the trade and also to visit there too.

Next, the player sails to another island to the southwest. He goes to Freeport, another peaceful island where also visitors from Whitecrest come. The places have some interesting sites for players to see, and the player practices using tools and weapons there. For every island visit,

the player chops down a tree and mines an iron ore rock at least once per visit. After the visit, the player is done exploring Freeport. He is then ready to go onto the next island.

Oh, there used to actually be four kingdoms recently, with Nassau being the fourth one. However, the island is either unpopulated, abandoned, or turned into a free island recently, making the total kingdom count to three. This gives a chance for one of the three kingdoms to claim the unclaimed islands, and there are often wars and battles for that. Whenever Nassau got populated, many of the players there wanted independence from the three kingdoms. Nobody bothers for independence since there are not many players and residents there.

Once the player arrives at Saint Christopher, he takes a break on the island. He spends the whole break on the island before sailing to the island a little bit northwest of that.

After the break, the player spends time going to the next island. He takes out his map, and the island is called Cannoneer's Key. This is a small island where some visitors take a peek at as well as a spot for war if there are enemies on both sides making conflict though.

The next island the player visits is Perth, a small island located near the two enemy kingdoms and also at the center of the map. Then, he goes west to a small island of Salem to take a quick visit there. He stops by a few islands, examines it, and then goes to Clydesdale. The next island after that is Fort Verner. The fort is another war hotspot where the three kingdoms fight for the base. Because of fears, the player makes his final visit to Harrisburg. From there, the player has examined all of the islands on the network except the two enemy kingdoms. The two kingdoms are planned to get explored tomorrow, and it takes a lot of time to explore.

Finally, the player arrives at the home island of Whitecrest. Just as sunset comes, he comes home. There are no monsters around the island. Last, the player goes to bed and sleeps.

The player wakes up on Wednesday while I do something different. While I plan to bring supplies from outside of the village into the village, the player plans on both exploring the enemy islands and actually sending one of the merchants to send the supplies to the nearby network of islands to the northeast, a large island to the west, and the mainland to the south. I continue to wait for the supplies to come while the player is getting in touch with the merchant.

The player then gets on the ship and gets some paper and cocoa. He also gets other supplies if he can. From there, he sails his ship south to Nassau. Nassau is going to become the stop between me trading from Whitecrest, and the other merchants trading to the world. Once the player makes a stop at Nassau island, he meets the merchants there and gets some other supplies while exploring the island in the process. He continues to stay on the island for a while.

The player stays on the island until the afternoon starts. He can take a break while sailing to the enemies. As a result, he gets ready to leave Nassau while the merchants begin trading the supplies to the world. The player takes a break and sails to the enemy islands.

Once the player arrives, he goes to Nova Balreska. He spots a big ship that is bigger than his own ship. A cannon fires from the big ship, and the player shoots with his own cannon too. After the player nearly dodges the ship attacks, he makes it to the main island where he meets other players. He is not welcomed by the players, resulting in the start of the war. He invades the island as one soldier from Whitecrest. He begins assaulting the workers from the island. While the players are doing their job, they are surprised that their enemy comes.

The player's surprise attacks the workers nearby. The workers are ready to fight and alert the other players that an attack is coming. The player takes some damage and kills at least one other player for every visit. As he runs away and attempts to sail to the Blackwind Cove nearby,

the other players still attack the Whitecrest player. Once the player gets too far, the other players stop attacking the Whitecrest soldier, and Nova Balreska is finally at peace.

The player then goes to the next stop at Blackwind Cove. The island is home to pirates, and the pirates respond to the arrival by not welcoming the player into the island. The player shoves into the island and invades it. The fight also begins with the player killing some players of the pirates as well as surprise attacking the workers. The workers respond by calling in all of the other pirates to team up against the one Whitecrest player and kill him. The Whitecrest player begins to run away from the island, and a big pirate ship is spotted. The player crashes into the ship, and the ship shoots the cannon, scaring the player. The player then leaves the island.

After a violent afternoon, the player finally makes his way home to Whitecrest. He settles down as sunset comes and unpacks his inventory. Last, the player goes to sleep for the night.

SEVEN

South England

Back in the village I am in, I wake up as the player from Whitecrest makes his way to trade with the other merchants. I know that there must be a trade coming in from the coast because of a villager telling me while trading that someone is coming. A wandering trader comes to the village from the coast. I plan on getting the items from the wandering trader. I will then send the supplies to the village and become so excited to import goods into the village.

I get ready and pack up everything I need. I basically head south towards the coast where new immigrants and goods from the world would usually come from. Sometimes, other villagers and goods may come from any direction within the island as well. Remember that the village is surrounded by a river, making the village on the island separated from the mainland. Once I arrive at the coast, I am surprised that there is no wandering trader but a large chest instead.

I also notice that a wandering trader may have placed the chest with the items near the docks. The docks are mostly a beach with boats docking on the beach. I then go ahead and open

the large chest to see what is inside. I noticed several items. The village I am in really does not have all 13 jobs, but I want some villages I live in to have these jobs. This is why trade gets so important then. All I see in the chest are the following items seen below.

1. 128 coal
2. 64 raw chicken
3. 64 raw rabbit
4. 64 raw porkchop
5. 64 paper
6. 64 wheat
7. 64 potato
8. 64 carrot
9. 64 beetroot

After collecting all of these items, lunch has passed, and I am getting hungry. From there, I return to the village to bring the supplies there. However, there is not much time, and I am more hungry than before. I rush back home and get some food on my own. I do not want to steal food by eating them from the large trading chest. I then return south to find more villagers I can trade with, but there is not much in the way. I eat watermelon and bread for supper between lunch and dinner. The items I have are for the librarian, cartographer, armorer, butcher, and the farmer.

I spend my last few hours during sunset to find the villagers I am trading for. However, there are no villagers of any of the above types I can trade with. I give up for the day.

Finally, I settled down. I am not hungry because of the emergency meal between lunch and dinner. I place some items in the chest and the trading ones in another. Last, I go to sleep.

On Thursday, I woke up to another trading day. Again, a player from Whitechest wants to trade to the village I am in. While the player gets ready for the day, I get ready for the day as well. My job is to collect new items from the trading chest near the coast and then deliver them to the village. Meanwhile, the player sails to Nassau to collect more items while I continue to get ready for the day as well. Once I am almost ready, the player then trades with a merchant.

I get ready while the merchant that came in contact with the player sails with a small and blocky boat to the coast where I am heading to. The merchant that is mentioned happens to be a wandering trader with a llama to help. I finish getting ready by packing up my daily items.

I head south again to the coast. I go to the chest and open it. Before I open the chest, I kind of explore the docking area and spend time on the beach. I basically waited for the trader to arrive. I then open the chest again to find out everything is empty. Then, I attempt to leave the area and then come back. After coming back, something happens when I reopen the chest. The only items I can find are the leather and the rotten flesh to get trade in. I already have existing rotten fleshes from all of the zombies I killed. They are useless to eat though.

I head out of the coast and into the village. From there, I attempt to trade with villagers one again, but no villagers are seen in sight. I wander around like a nitwit and unemployed, finding the villagers I can trade with. As a result, no villagers can still be seen.

I then take a break in the middle of the day. All I do is wander with the supplies I have. I also gathered the supplies from yesterday, making my inventory heavier.

After taking a break, I continue to wander around the village, finding more of them. However, there are not many villagers left in the scene. I do not know why all of the sudden most of the villagers disappeared recently. Maybe there was a siege early in the night where monsters

would kill most villagers just before the villagers could escape and go to bed. However, not all of the villagers have been killed. The iron golems are missing too. Maybe the monsters may have killed all of the iron golems and most of the villagers. I do not know since I was sleeping. Either I was sleeping or I let the iron golems do their jobs during a siege. I just do not know.

However, there is one villager I am able to trade with. During gatherings, there is only one other villager I can think of. I see the leatherworker working near the gathering site, so he does not have to walk that far. When I gather, I trade with the leatherworkers. I trade as many leathers as I can until the trading level with the leatherworker goes up. Once that is done, I find other villagers, but the leatherworker seems to be the only survivor of a siege.

After trading with the leatherworker and failing to trade other items, I settle down and eat beef for dinner. I place all the items in the chests. Last, I go to bed and sleep for the night.

I wake up the next morning and become so excited for the weekend. It is Friday, so one more day before I could have fun on the weekend. Meanwhile, the player in Whitecrest is also getting ready for one more day before the weekend. He is also planning to trade for the third time overall, so I am expecting that a merchant is coming to trade with me over on the coast. Both me and the player get ready in different locations before working together in a distance.

Both the player and I pack up the items, although the player needs to become ready more. The player begins sailing to Nassau once again to meet a merchant, who will then sail a small boat worth of items to the coast where I will be standing. I make my way to the coast later on.

Once I arrive at the coast, I soon find out that more items arrive on the coast. Before I open the chest, I briefly explore the forest while the trader places the items in the chest for me to trade in the morning. I feel so excited for the last trading day before the weekend. From there, I

return to the coast and open the chest. The content and the items there are much more than the supplies from yesterday. The following items in the chest are listed below to see.

1. 64 strings
2. 64 sticks
3. 64 white wools
4. 64 gray wools
5. 64 brown wools
6. 64 black wools
7. 64 clays

The content inside the chest is 128 less items than Wednesday but 320 more items than yesterday. I collect all of the items, which makes my inventory a little heavy but not as much as Wednesday. I then return to the village shortly and find more villagers for me to trade.

Other than the leatherworker, there are no other villagers in sight. However, that begins to change when I spot both the farmer and librarian. Before I attempt to trade with these, I collect the other supplies which makes my inventory even more heavy. I then walk north to the two villagers I spot and attempt to trade with both. I trade with the librarian first, but there is still not enough paper for the librarian to move onto the next level when it comes to trading. Next, I go to trade with a farmer, but the farmer only asks for potatoes. I basically fail to trade with the farmer because either the farmer needs more or I lose some potatoes on the way to the village. I spend my last few hours finding more villagers to trade, but no more villagers I can trade with.

Finally, I settled down in a house after trading and attempting to trade with others. I am not hungry, so I will not eat dinner tonight. Last, I go to bed and sleep as the weekend comes.

I wake up the next day and feel so excited for the weekend. Meanwhile, the player from Whitecrest feels excited too. Villagers from all over the place would come into my village where they would be working and making the village recover once again. Before the villagers come, I must count the capacity of the village by the job. I believe there are more beds than job site blocks which explains why some of the villagers are unemployed in the village.

I get ready for the weekend and get my defense inventory up. From there, I leave the village and encounter a hostile mob jumping in the well. A creeper is jumping in the well, and it plans to explode me if I ever come close. I shoot the creeper multiple times and miss most of the time. Most of the arrows end up along the leather building's roof on the left side when I face south to shoot the creeper. I hit the creeper a few times. Once I get close enough, the creeper has been killed, but the drops are floating in the water. I do not want to get trapped in the well where I would suffer for a while before I can die by staying and floating in the well too much.

After shooting the creeper, I count at least three villagers already working. I moved north to the library and the farm. I then count the capacity starting with the library and working my way clockwise until I reach the farm on the north side. Along the way, I count how many job site blocks are there in all of the village. I wander around the village and inside of it. Once I circulate the village, I count 14 job site blocks, three of them are already taken over by three villagers. Therefore, I only allow 11 more villagers into the village to fill up all of the job site blocks.

I take a lunch break without eating lunch. Even though I am hungry, I save for tomorrow when I plan to eat bread. I also plan to welcome eleven villagers into the village later.

After lunch, I go to the south coast and see nothing there yet. I am waiting for villagers to arrive at the docks before I can welcome them. I expect that more villagers are going to come,

many of them would be unemployed because there are not enough jobs for more than 11 new villagers to work. Then, I ran away from the docks and headed into the village.

All of a sudden, eleven villagers come into the village once I enter the village from the docks. I just do not see them, and I unknowingly lead the villagers into the village. The villagers claim empty job site blocks and begin their work, even though it is the weekend. The villagers just want to practice and settle down in the village before Monday when the official work time begins. I watch the villagers practice their work on the weekend. I continue to wander around the village just to observe how the villagers work and gather. Once the gathering is done, villagers return to work to wrap up for the day. Eventually, the villagers return home during sunset.

After the villagers return home, I return home as well. Despite me being hungry, I still avoid eating dinner because I want breakfast tomorrow. Last, I go to bed and sleep for the night.

On Sunday, I woke up for another day. I believe the villagers would still work because they want to. They are always welcome to trade with me and the other villagers. With me being hungry and what I saved for, I eat bread for breakfast and get ready for the day. I have extra supplies for villagers to take in. I am ready to earn emeralds for trading extra supplies to the new villagers. I consider these new villagers the new citizens after claiming a bed and job.

I get ready with my defense equipment up and other items ready. I also get my trading supplies up as well, so I can give them to the villagers. The first villager I trade with is a mason, who works just north of my own house. I give as many clays as I can until the mason levels up in terms of trading. The next villager I trade with is the brewer, which used to be an old church.

I built a church, unaware that there is another church where the brewer works. I feel confused about the different design of the church since I am used to the stone castle church

design and not the house style. Anyways, I trade with the brewer the items I can give. I call the place where the brewer works the old church, and the new church near the house is the official one. The official church is the church I am going to officially attend this afternoon.

After trading with the brewer and planning to go to church, I go to the library once again because something happens. A drowned zombie somehow escapes the water and wants to kill a librarian. The librarian is still working in the library but cannot get out because of the zombie. I then use my weapons to defend the library from the zombie, and the zombie is soon killed. I am not sure how the zombie is able to survive in dry and bright conditions. Maybe the zombie has enough water. Maybe the drowned zombies are resistant to light. Or maybe the roof under the zombie is protecting it from the light. Either way, the zombie is killed by my weapons.

After defending the library, I eat potato for lunch. This does not make me full. I am saving energy for dinner, so I can eat meat. I use my time to take a break once again.

However, the break is extended until the gathering times. I continue to wander the village to see how the villagers work. Finally, an iron golem may be appearing due to more villagers in there than before. Shortly after wandering, the gatherings begin.

I go to the gathering location and the church. I give a speech inside and outside of the church and pray with the villagers. I lead the prayer, and the villagers follow up. After the mass is over, I begin to trade with the villagers, but I fail to trade during the gatherings.

After the gatherings, I attempt to go home and relax. However, I am missing the trade with the armorer. I quickly go to the armorer and trade coal for one emerald.

After the trading, I return home and cook mutton. I eat mutton for dinner and wait for the night to begin. I settle down for a few moments. Last, I go to bed and sleep for the night.

I wake up the next morning and get ready to wander the village. All I am doing is just to supervise the village and see how they work hard. I am expecting that the villagers would work hard and follow the schedule. I become so excited to make the village very good by observing the work of the villagers and how I am able to make a term. I am planning to make a term, so I can stay in the village and develop more for years to come.

I pack up my essential items except food since I am either not hungry or are planning to eat at home alongside with the other villagers. Just like before, I head north and go clockwise until I reach the same location where I started the job. I am expecting that the wandering is going to take the whole morning. I plan to wander two times, one in the morning and the other in the afternoon. I begin to go to the library and begin observing the librarian.

After observing the librarian, I observe the farmers and other workers as I head southeast. From there, I make my way to the south side of the village. The southeast corner of the village does not have much work. The southern district of the village does have lots of jobs. I observe one brewer, one farmer, and two leatherworkers busy working.

I make my way to the western half of the village and find out that the village is mostly residential. No villagers work on that half except when I observe a farmer working on the finish line and the start line near the library. I then stop wandering.

During the lunch break, I avoid eating lunch. However, the rain comes. Luckily, I have my iron armor to help protect my skin from getting wet.

During the afternoon rain, I begin going clockwise again this time to observe both the job buildings and the homes. At the beginning of the wandering journey, I observe the villagers run to their houses and stay there until the rain ends. I am not sure if all of the villagers run home, or

just farmers too since the rain may help the crops grow. Once I wander more and more, most of the workplace is empty, and the homes are being filled. The rain does prevent the villagers from working, so the villagers work less hours and have time to relax. The villagers like to relax during the rain. I then complete the half circle of wandering.

I observe the western half of the village where most of the villagers live. I take a peak look at the village homes and find out that all villagers of any type go home for the rain. The rain would continue for hours and would not stop for the rest of the day. I continue to wander around the village even more. I even enter the big village homes with all of the villagers near the bed. The villagers do not sleep early, just relaxing at home like a weekend.

After studying the behavior of villagers, I return home and write a summary in my mind. I skip my dinner and empty my inventory. Last, I go to bed and sleep.

EIGHT

All of the sudden, I wake up and plan to leave the village just after having one day of my own village term where I can take charge of the village. This is the very last day of the village under my power. However, I am sad to leave the village because I want to explore another village and settle down there instead of a vacation. I am finding the best and biggest villages I can ever settle down with. I also plan on leaving several iron golems in charge of the village.

I get ready to leave the village. I am packing only my most essential items in my own inventory and the rest of them are in the chests. However, all of the items I have would make my inventory too heavy, so I must place all of the items somewhere around me and the diamond horse. I also must bring all of my chests that may contain other items inside of it in my inventory.

From there, I spend my time packing up all of my inventory and getting myself ready. I left the house last time and made them empty. At last, I leave everything and downgrade the door to wooden rather than the iron door. This is because some other villagers may want to sleep in

the house I used to sleep in. Now whoever claims my former house now can take charge of the village in addition to the iron golems. Last, I get my horse ready and hop on it.

I begin to leave the village. I move south a little bit and turn left to move east towards the desert. Because the village is on an island, I must navigate my way to the other side of the river without touching the water with the horse. I do not have time to build a bridge to the other side, so I find a way to cross the river. I jump with the horse and cross without touching the water. From there, I make my way through the desert and on the way to the next village.

After I make my way through the desert, I avoid eating during the lunch break. This is because I am not hungry, and I keep going and going throughout the break.

After a break, I am beginning to get far away from the village. Past the desert is the biome of savanna. This is weird because I am not sure why the biomes are spread across the world and not by region. Maybe because the sun keeps following me with direct sunlight at latitudes of wherever I am, causing a mix of biomes. The earth tends to rotate in the direct sunlight of areas near the strong population such as me since I am able to hold tons of items.

In the savanna biome, I find something I have not seen before. The area is made of the netherrack and nether portal shape. There is also a lava block nearby too. I get off the horse and wander off to the area. There is a chest that I find interesting. I get out the obsidian and then light off the obsidian shape. Nothing happens. I try again and place obsidian in the missing place. I light up, and nothing still happens. I give up and move somewhere else. Before I can make my way in the trip further, I move past the ruins area and discover I am surrounded by mountains.

I retreat away from the mountains and get lost somehow. I check the areas north of the mountains, and the river is blocking it. I try again into the desert, and I go to sleep for the night.

Overnight, the horse moves east towards a network of villages I am heading too. I am sleeping while riding the horse. The horse still survives because of the diamond armor. It often dodges the attacks of the hostile mobs. The trip to the next destination is very far because it takes the whole night to get to. Even when the horse arrives at the nearest village, it needs sleep. Then, the horse does arrive at the taiga village early and sleeps after the desert and savanna biomes.

Both the horse and I woke up at the same time, finding ourselves in the taiga village. I take my time to explore the taiga village and locate the development spots. I also notice that the paths in the village are too steep for villagers to move to. As a result, villagers in the taiga village must find a way around by moving onto the grass. I also locate the development areas too. Some of the areas, especially the flat ones, need development. Areas around pine trees are not going to be developed because cutting down pine trees is more expensive than developing on the flat land.

After exploring and examining the taiga village, I take my horse and head to the next village to the east. This time, the village is small. I arrive at the village and see the big house that can hold four villagers in two stories. I stop at the gathering site and park the horse there.

I take a lunch break and eat some food for lunch after some days of not eating food. I trade with a farmer for food and that is it. I continue to use my time to explore the village.

When I explore the village, I spot the farmland next to the big house. The next structure is the gathering site, from west to east followed by a house. Going north from the southeast corner house is the library and then the church. The northwest corner of the village only has a house. This village has a population of about six, but only three are to be employed.

After visiting the small village, I get on the horse and move north to the next village. I cross the bridge shortly and then make my way to the village. The trail is already complete, and I

move past the forest area. Someone must have chopped down all of the trees along the site of the path to make room for the trail to connect the villages to make one village network. A village network is a group of villages that are connected by the long trails between villages.

Finally, I arrive at the next village. The village is very large and contains a big hole that is bordered by the cliffs, surrounded by the village. I can see a bridge across the hole that leads to one of the houses. I find a location to settle down, and I choose the northwest corner of the land just nearby the gathering site. I gather my materials and begin building a house.

I build the house as quickly as I can before the night comes. Halfway of building the house, I build the garage for the horse and then finish the basic parts of the house.

Last, I place chests and furniture in the house. The house is in a basic style since I have to hurry. I plan on reconfiguring the house tomorrow. Lastly, I sleep at the beginning of the night.

I wake up the next morning and get ready for the day. It is Thursday, but I have not found some work yet. However, I want to go mining for new materials though. My new house is only in the basic form, making villagers able to steal my bed. Luckily, I have two yellow beds I can sleep in. Finally, I plan on spending the whole morning upgrading the house to its best appearance for both the interior and exterior, including a balcony in the back.

I gather all of my materials to upgrade the house. I start with the front of the house which involves a security system and a desk to welcome some villagers if they ever need help from me. This is my new home and new village, so I am welcome to live in this village for a while. After installing the desk, I built a fence and gate for security.

After building a security system to prevent villagers from stealing my beds, I upgrade the sides of the house. I want to decorate the house walls, so I craft the frame walls and the painting

walls. I place 18 of the frame walls on the back side of the house and the two paint walls at the very front of the house. The sides of the house are then done. I must do something else to fill up the house and make it look good overall.

I place two chests near the two beds on the sides of the house. Looking at the back of the house and the hole, I installed a dining table holding two people and a furnace on the left side of the house. The crafting table and three bookshelves are placed on the right side of the house. The middle of the house is reserved as hole leading to the mines.

I take a lunch break and practice living in the new house. I do not eat lunch because I am still full. I am thinking about a new friend coming in the future.

After the break, I dig down a few blocks and then add some ladders. I continue to make access to the mines and mine stones as I get near the cliff. Along the cliffside, I mine stone blocks and other blocks in the way before I choose the best spot. I resurface and examine the cliff from the other side before I return and mine based on what I see. From there, I add fences to the cliffs, so I do not risk falling to death on the cliff. I then return to my site.

I begin to mine straight down with my knowledge until I find a good enough spot that I can reach the bottom. I add ladders along the way, so I do not take fall damage and allow me to resurface back home. Finally, I entered the bottom of the cliff.

At the bottom, I examine the bottom and notice another cliff leading to layers where the lava is. Basically, that layer with lava and water mixing together with both cobblestone and the obsidian can still be seen down the cliff from the surface.

After working my way at the bottom of the cliff, I resurface and return directly home. I go and settle down in my new house design. Last, I sleep for the night.

On Friday, I wake up and get ready to explore something. When I got to the bottom of the cliff, there was a structured building that one of the underground mobs may have built a long time ago. I want to explore the structure. This structure is called a stronghold. I want to explore the stronghold and see what is in there. I could find important treasures that can change the way I live for a day. I then prepare to count the position and time.

I get ready to go to the stronghold. There are two ways I can get there. I believe it is too expensive to go to the stronghold through the bottom of the cliff as I have to mine a lot of stone blocks and other blocks along the way. I tried again and decided that I would go to the stronghold by finding a way around the cliff to see what other villagers have done. I pack up all of my tools, the weapons, and my armor to prepare for stronghold defense. I quickly got out my very old crossbow that I forgot to use once I arrived at a new place earlier. I also have to prepare my food in the event that I get hungry. Once I am ready, I leave the house.

I go around the cliff to the other side while seeing another ladder a villager built along the way. I go to the ladder and climb down to get to the stronghold. I am still not at the stronghold yet, but I am getting closer. Once I see an open spot, I enter the stronghold.

The stronghold contains peace at first. I explore the hallways and rooms. There are iron bar fences. The hallways and rooms are like the prison, except the monsters may have built it and made them their homes. I continue further into the stronghold.

I take a lunch break and eat a little bit of lunch. This is because I get hungry a little bit after a few days of not eating food. I relax in the stronghold.

After the break, I continue further into the stronghold to explore as much content as I want. I wander around the hallways and even into the library. Things start to get a little hostile as

the zombies and other hostile mobs attempt to attack me. Luckily, I have weapons and armor to defend myself from the attacks. Suddenly, a creeper appears, and I run away from the scene. I shoot the creeper with a crossbow, and the creeper is killed shortly after that.

After a battle with the hostile mobs, I make my way further into the stronghold and place torches as I explore the dark places. Eventually, I spotted a fountain followed by a lobby and stairs. I enter the stairs and go upstairs to the upper parts of the stronghold. I encounter myself being in the skyway part because the stronghold extends and crosses the big hole from cliff to cliff. I enter the other side of the stronghold and encounter even more mobs. I defend myself and explore even further. As I return to the skyway, I can see the sunset on the way.

I make my way to the stronghold exit and resurface. This time, I take the bottom of the cliff way home and resurface directly there. Last, I go to bed and sleep.

NINE

On Saturday, I wake up and do not have to work. All I need to do is to wander around the village. As a result, I am dressing up like the nitwits and unemployed. I do not even have to work on the weekends. I am also planning for the entire weekend to relax the whole day. I also must locate the church as well. That means I must go there tomorrow as Sunday. Last but not least, I must locate the other locations and learn the statistics of this village like capacity and population.

I get ready to wander the village. I still have to get out my defense items and wear my armor. I may also plan to upgrade my iron armor into chainmail armor soon. However, I am still not able to craft specific items such as the chainmail, so I have to buy it somewhere.

After getting ready, I wander around the village. I begin going from the coast on the west side of the village and make my way to the northwest corner of the village. I am basically going to circulate the village overall. The village is surrounded by water to the west, the plains to the south and east, and the mountains to the northwest. I examine all of the buildings in the village

starting from the southwest and making my way to the northwest. The village is mixed with the houses and the job buildings. Most of the village houses are empty at the time of wandering the village, but the working buildings are full of at least one villager. I then pass my house and go to the southeast corner of the village. From there, I explore the structures of the village and after that, I head west to areas of the village north of the center cliffs. I explore every single building there until I reach the northwest corner of the village near the mountains.

After reaching the northwest corner of the village, I make my way to the top of the hill and then take a lunch break there without eating lunch. The view is good for me.

After seeing a good view, I go down the hill and make my way back home. I make plans to settle down in the new village and start my term of being a ruler. I pick a book from the bookshelf at home and begin reading a book about governing the village. I also set my best house as the governing house where I can govern the village with respective rules for all villages.

During the gatherings, several villagers make their way around the cliffs. Some of the other villagers avoid gatherings and instead wander around areas where they spend most of the day which is their homes and workplaces near but far from the gathering locations.

During a gathering is a special type of citizen who wants to be friends with me due to the similar weight and ability to bring heavy loads of items. The citizen has the appearance of light orange hair and light skin. It wears a light green shirt and some brown pants with some boots. This is Alex, and I am introducing myself as Steve. I then pick a spot for a friend to live on the other side of my house, and we continue to gather for the rest of the day.

We both settle down, but Alex has to find its way to settle down more such as placing the items in a chest. Luckily, we have items frames for more room. Last, we slept for the first time.

On Sunday, we wake up the next morning and make plans to spend the day together. Basically, we make ourselves best friends as well. We also plan on going to church during the gathering time but not sure if a church is nearby the gathering site. A church is defined as a village building that contains the brewing stand. Many villages have churches with a brewing stand since the brewer likes to take the role of both the priest and the brewer.

We also make government plans to develop the village more and take advantage of the cliff hole in the center of the village that serves as our main economy. We also plan to build more armorer workplaces and then a little bit of more restaurants.

However, we still want to take a break until the gathering time and learn new information about each other. Here is the information that we have known so far.

I explain that I used to become one of the last tribal members to make myself into civilization due to the village located nearby the tribal area in the jungle located across an ocean of where we are right now. I also develop and learn fast, so I can mine and craft better.

As for my friend, he grew up as a citizen of a network of islands nearby. It does not know where it was born. There is not much information about history. We stop discussing.

Finally, we get hungry, so we cook some meat or so. Maybe we either eat small amounts of food or no food at all depending on if we are hungry or not. We have been relaxing for the whole weekend though. We continue to take a break at home before wandering.

After the break, we continued to wander around the village for a bit. We still need to find a place to eat or do some business. Of course we need to locate the church as well. We also need to find the locations nearby the gathering site versus far away. We also need to make sure we do our things good as well. We continue to spend time together, trading the items as we can as well

as communicating with other villagers about the locations we need to go too. Finally, the villagers are about to gather and are getting transported by themselves to gather near our house.

We gather and make a speech of believing. We also pray with the villagers on the site of the gathering as well as on the way to church. We go to church anyway and locate ourselves near the brewing stand. The priest may or may not be there, but we still do believe.

After the gathering, we locate ourselves once again and plan to work. We lead the work into the mining economy and produce a lot more items in the village as a result. We also make expensive items and often trade with the villagers during the gatherings as well as sometimes while the villagers work when conditions of the day go right for us.

After spending time together, we went back home. With two beds and enough items to cover two players in the household, we figure ourselves. Last, we go to sleep for the night.

TEN

On Monday, we wake up and decide to go on a vacation to the nearby villages. We are expected to work today, but we want to take a day off. We then leave the iron golems up for charge near the gathering site. We make a plan on what to do. We do not have a map yet because we already know our places. However, we do need a map sometimes. We just do not know how to craft it. Maybe we can craft a map very soon. We have a compass and enough paper for that.

We pack ourselves up with all of the gear we have. We need almost everything, filling up our inventory all the time. We pack almost everything in two inventories. Some of the items are not needed for travel, so we place them in the chests. We only keep the essential items in our main inventory. From there, we make our plans and spend time in the village.

We just do not know where to go. We encounter a villager nearby that knows where the nearby villages are. There is another village to the east, connected by a trail. The village to the east of the village I am in is much bigger and has more jobs than my village. From the large

village to the east goes a taiga village to the further east. North of the large village is another trail that leads to the mountain biome and the two desert villages. We also have to be careful when we pass the outpost in between the desert villages since there are hostile pillagers.

We begin our journey by getting on the horse. From there, we move east and leave the village. We follow the trails to the next village. The village is not too far from my village, so we stop by the large village to explore it. Because of limited time, we quickly explore the village with the horse during the middle of the day. We continue the middle of the day by exploring the village. After taking a break, we leave the village and decide where to go next.

We decide to go north which leads to the two desert villages. We take our horse on the journey north along the trail. We keep going through the plains biome and cross the river at once. From there, we keep going along the plains biome until we reach another river.

The horse is unable to swim while we move, so we must lock the horse in place, so we do not lose the horse. We cannot find a way to bring the horse across the river and make it swim. We lock the horse by surrounding it with wooden planks quickly. Then, we leave.

We get on the boat and go to the next dock to the next trail. We have to walk and run all the way to the desert village. We hike into the mountain biome before we finally reach a desert village. By the time we reach the desert village, the night is about to start.

When the night starts, we do not sleep right away. We see that there is a lack of iron golems in the village, and the zombies begin attacking the villagers. We find a way to the next house we can sleep in. We spot a tall building, and we go there. This is a house.

After spotting the tall house, we climb up to the top of the house. I sleep on the top while the other sleeps on the bottom. Last, we go to bed and sleep with the full inventory and armor.

Once we wake up, we make a plan on going to the next village. The next village is very far away from the desert village we are currently in. We must find a plan based on knowledge. We know that an outpost is along the way, so we can risk having a raid. We do not want to lead the pillagers into the next village to cause the raid because we are not well prepared for it. We also must expect to become hungry for lunch and dinner due to a lot of running and walking.

We are already packed, so exit the tall house and explore the rest of the village. We spot several houses as well as workplaces. The village even has a cartography workplace, so maps can be made if a villager ever gets lost in the desert. Do not worry, the desert might eventually transform into a regular forest if things are done right. We continue to explore the village and then encounter a husk. We ran around the place and into several buildings.

Just before we can leave the village, I get attacked by a husk, a desert zombie, and then I get the hunger effect. I kill the husk shortly. Unlike normal zombies, husks are resistant to the sunlight and any light, making the desert villages easier to attack than the normal ones, unless a husk somehow makes it to the normal village. I wait for the hunger effect to be gone.

Once the hunger effect is gone, we make our way to the next dock and sail to the next one. We enter the savanna biome a little bit followed by another desert biome. This is where it gets hard once we enter the next biome since the outpost is already there.

We encounter two pillagers and run away from it. We keep getting attacked, and we use our regular bows to defend ourselves instead of the crossbow since we do not have enough time. We kill two pillagers, but none of them are captains. Therefore, we do not lead the enemies into the village raid. We continue past the outpost and encounter a pyramid. Then, we take a lunch break and eat our lunches. I eat apples and carrots. We take ourselves to heal and become full.

After we have lunch, we are healthy and are able to make our journey in the savanna biome. We walk to the next village and sometimes run along the way over there.

‘ We continue our journey and encounter some mobs. There are not many hostile mobs, which means we are still safe. We run a lot, so we worry about getting hungry for dinner. We are expected to encounter more enemies either before or when arriving at the next desert village.

Finally, we arrive at the final desert village. We take our time to explore while villagers gather. We encounter an iron golem and the husks attacking the villagers. The iron golems do not seem to care and just let the zombies attack the villagers. We also attempt to trade with another village, but we have nothing to sell for now. We also do not care about the husks either.

We found a house to sleep in. We know some houses are empty because the husks killed the owner. We find that house and unpack our inventories. Last, we go to bed and sleep.

We woke up the next morning. By the time the morning happens, we are already hungry. We need to eat breakfast. This is because we saved our hunger from yesterday to eat breakfast for today. We remember getting hungry from yesterday by running a lot to the village and maybe doing a lot of work yesterday. We only got a little hungry. We also plan on returning to our own village in about two days. We also plan to explore the village just a little bit as well.

We eat bread for breakfast and pack our inventories up. We make sure we are protected from any encounters of hostile mobs on the way during the adventures. After we are ready, we leave the shelter and explore the village just a little bit. We are finding another exit out of the village that leads us to a place far from our home village, but there is no exit there.

However, the only way out of the village without getting lost is going to the trail of where we came from. We also do not have a map as well. It would be expensive to get a very large map

that covers several villages. Finally, we exit the village and begin our journey back home. We just keep running and running towards the other desert village we are expected to reach by the end of the day. However, that is still far, and we are still into the morning.

We enter the savanna biome and run along the trails from there. We pass the pyramid area and stop there. On the way to the furthest village we can ever get to, we already saw the areas but not explored it yet. We want to check the pyramid out and get inside first. We enter the area and get inside the pyramid. At first, the area seems to be safe, but an enemy has been encountered. A creeper comes in from the interior of the pyramid and runs towards us, almost exploding.

We run away from the creeper and overall away from the savanna. We enter the desert once again and get closer to the outpost. We eat watermelons for lunch before moving on.

After lunch, we move towards and close enough to the outpost where we encounter the pillagers. Just like before, we attack and defend ourselves from the attack. Our iron armors help us defend and reduce the damages done by the crossbow and arrow. From the outpost, we are then close enough to the village we are going to sleep in. We pass the outpost area.

We enter the savanna biome once again and pass it through. We enter the boat and sail back to the south bank of a river. We enter the village from there, being greeted by several of the villagers there. We find a place to sleep other than the tall house we slept in before.

We explored the village just a little bit. This is because we did not explore everything the first time we encountered this village. We also observe the husks attacking the villagers, which greatly reduces the population of the village. The night is about to come.

We quickly find a house and settle in a home where a former villager used to live but was killed by one of the husks. Last, we unpack our inventories and sleep for the night.

We wake up the next morning and get ready to return home. This is the day we are going to return home. After a four-day long adventure, the adventure is finally going to be over this afternoon. We are so excited to meet the village home once again and summarize our trip. There is even a chance we get to explore new villages we have never been to before but nearby our home. We make our final plans and point the direction to home rather than the far village.

We eat bread for breakfast since we save hunger for that. We pack up our inventories and leave the village. We explored the village only a little bit before moving out of the desert village. We then leave the desert and then enter the mountain biome. We continue to run along the cobblestone trails and the normal trails. At the other side of the mountains is the forest. We run in the forest biome along the trails before reaching another river. From the north bank of the river, we get on the last boat and move to the next dock on the south bank where we left our horse.

We meet our horse and free it. From there, we remove some wooden planks and get on the horse. The horse survives the two-day quarantine, eating some grass while we are gone. With the horse being back, we rode the horse back to the village. The next village we go to is not the home village but a village that we go to for other purposes such as unavailable services.

We get closer and closer to the village east of our home village. Shortly after riding the horse even more, we finally arrived at the village. By the time we arrive, lunch has passed, but we are still not hungry. We wait for the gatherings to happen while exploring the village more.

When the gatherings occur, we explore the village more. This time, the village has a church and a blacksmith. It may have other businesses our home village does not serve and then explains why we lack some services. Villagers and us at our home village must commute to the village to the east when it comes to church services and visiting a blacksmith. The only services

we have in our home village is stone cutting, mining, and farming. We also attempt to trade with the villagers. Even though we have enough emeralds, we cannot trade because our inventory is full. We also attempt to trade more, but we give up as well before trading once again.

However, we have something to trade with. I trade 13 emeralds by placing them in the blacksmith chest. I take out one diamond in replacement of 13 emeralds. I have 77 emeralds before the trade; now I have 64 emeralds and one diamond. This is the first time I hold a diamond material and overall the first diamond item, excluding the diamond horse armor. After getting the diamond, we ride our horse back home and settle down once again.

Once we are home, we make different arrangements of items in order to better organize the way we store the items. For example, all the hotbar items we use often go in the item frame while the rest goes to the chests in different arrangements. Last, we sleep.

ELEVEN

Meanwhile, the player who used to trade with me is now mining in the same way as I do but at a more advanced level than me. I do not know what I am supposed to do. I plan not to go mining for a while and watch out for another trade coming up. Between Friday and Tuesday, I basically live a normal life at the village without mining. I watch out what the villagers are up to and then compare the behaviors between the villages I have been to, which is mostly the same so far.

Unlike me, where I only work Monday through Friday, the player, unaware of weekends, works everyday as he is used to doing this since he started work. He manages to invade and take over multiple enemy lands and begin his own business there. However, here is what normal days are like for the player to live. The player does a lot of things in a day and even stays up a bit. He could either wake up earlier in the morning or stay up at night, whatever he chooses for his day.

For the weekend, I only guess what the player can do because I do not know many details regarding the player's actions. This is because I assume what the player does in a day. There are

some appearances of the player such as being blocky like most mobs in my region. I have never been in a regular land, meaning land that is not blocky. Of course, many regions of the world are blocky, and I am used to it. All I do, along with other mobs, is jump up a meter to climb up and fall down and run a meter downhill. This is how blocky mobs do this. Regular mobs may not be unable to do this because of their abilities, meaning they are only limited to a regular world. All I do is simply stay at work and think of someone else I remember meeting before for trading.

For break, I take a normal lunch after a normal work makes me hungry. This is one of the few days of the week where I have to eat some lunch, though some weeks can have more meals.

Once the break is over, I now think of the player. I guess the player wakes up earlier than me in the morning and gets ready for hours. He then may need to walk a lot longer to his work than me. This is just a guess and not a fact for sure. I guess the player goes mining with his basic tools first before upgrading. He may have iron tools because he remembers using them back at home on the islands. However, he is not alone in terms of mining as there are other miners too.

That means some of the miners are better than the player, meaning the player somehow falls with an expert miner and does not do much work. The expert miner mines straight down as being a reckless one, not being aware he could fall into lava or some sort of trap. The player is already aware of this and finds a platform in the mines to try mining forward. He cannot do this because his pickaxe is either broken or so weak. Speaking of damage, even the best tools players and miners have can break, meaning being forced to mine with hands or very weak tools.

Finally, the player gives up on mining forward and falls down. He takes fall damage but is reduced when he falls right at the reckless miner. The reckless miner keeps going and going as he probably knows the risk. The player and the reckless miner both spot ores but do not take it.

Once the player is done with the reckless miner, he attempts to climb up but cannot. He is now stuck with the reckless miner for a while until the reckless miner stops mining. However, as the reckless miner keeps going, the player is getting more tired than before. He even manages to stay up well into the afternoon. Normally, the player has his own controls regarding mining, but the reckless miner's tools are so overpowered. Finally, the player finds a way out of the mines.

Unlike my guesses, the reckless miner disaster is real, meaning it actually happens to the player. The rest of the actions the player does is both a fact and a guess. I begin the morning.

I guess the player begins mining like a normal day. He mines in different areas and only spends his work in the same mines or caves per week. The caves and mines are different and can vary by type. Some of these caves, mines, and quarries are big while the others are small. Some are safer than others while the rest are deadly. The player takes the risk of going to all types of places to mine no matter the safety about it. He mostly digs dirt and mines stone in order.

Normally, the player digs some dirt on Monday and continues to do this for about half a week sometimes if the place is a quarry. The dirt day is usually on Mondays only if the place is not a quarry. Stone days take up the vast majority of the week on most weeks, though the quarry weeks see half the dirt days and half the stone days. Stone days are a lot more fun than dirt days due to more ores and treasures in the deeper layers of the mines. The player often mines ores to make new tools and sets before upgrading his set even further. Not to mention different places is the mix between blocky and regular worlds, and the player can adapt to living in two worlds. He often takes a break either in his current world or between worlds. This means a type of land.

After a break, the player continues to mine like normal. He mines some iron ores as well as ores that do not even appear in blocky worlds. Because blocky worlds used to not have some

certain ores, multiple updates to the earth's terrain may have caused the unusual and new ores to land into blocky ores and sometimes make raw ores. This is how an update works and often gets to change the world. Speaking of change, the player also has something to believe in, which also is a god. He believes God is the one who changes everything in its way that is not controlled by other mobs. He believes God lives somewhere either in the underworld or somewhere in space.

The player may be much more aware of how to organize society in two ways. First, his own work must be based on the condition of society in order to make profits and stocks possible. He also must make sure the people have their own freedom but not too much freedom. This does mean the government and the people should have equal powers, so nobody can break the rule.

The player must have wrapped his work up for the day and returned home. Sometimes, a route home can be longer and take an hour or be shorter and closer. Last, he goes to sleep.

These are mostly my guesses, but some of these guesses are right. Now I feel like watching out for the real fact of what a typical day for a player is really like. I do not know how I am able to watch the player work in the mines from my work, but I always get tired everyday for this type of period. The weekend during a stressful period might make me a lot more relaxed than tired. I make plans to relax and believe in the same way the player does. This makes me want to mine.

In reality, the player is not only mining but spending most of the time trying to invade as much land as possible by himself. From an island where the player usually lives, the player now can overcome the cold by swimming across an icy sea from the island to the mainland continent.

This is where the player switches from a regular world to a blocky world where the sea is getting more blocky the further south the player gets. Since the player cannot spot shelter to rest

at night, he is forced to swim in the cold water across the sea towards the mainland, which takes the whole night up. This is not a safe way to travel as the usual way of getting through the ice is by using the boat. With the boat, the player can move across the icy water faster than normal, but the reason for the ice making boats faster is unknown. What is known is that this is the time of year where the snow covers a region of the world, explaining why the player has to cross the ice. After the player crosses the water overnight, he is forced to rest in the morning and simply wait.

For break, the player makes some plans in the morning to invade more land without gears to support. This explains why the player downgrades his set in order to take a difficult risk.

Once a few hours into the morning passes, the player encounters a small jungle in a weird location. He does not know why the jungle exists but does not know that the entire region can be cold and even sees the snow and ice biome right next to a jungle. He even thinks the purpose of this invasion is to claim more land and cut down as much forest as possible to make room for a farm and multiple villages. The player encounters villages differently from me where some of the villages behave differently than all the blocky villages. There must be a reason behind this logic that blocky villages and society tend to have a similar or same culture as another blocky world in another region. However, this is the period where the blocky world declines as the physics of the regular world takes over the blocky world due to the easy ways to convert one world to another.

The player goes in random directions and continues to move west towards regular land. He takes a break from mining and quickly notices something different at the border between the blocky world and a regular world. These borders usually do not have monsters present there.

Finally, the player settles down near a desert pyramid. He believes there used to be desert in the ancient times before the world changed for thousands of years. Last, he rests for the night.

The player wakes up the next morning and gets ready to go mining in a regular world again. The plan is to spend the morning at the nearby quarry to see what happens there. He is downgraded and actually forgets to take out his current set, making him feel inexperienced and deleted. This means that while the player is now tricked, he feels like his inventory is deleted. The good news is that his inventory is not, but the content there is hidden. Last, the player finishes his daily plan.

The player simply goes without his armor and tools, except for recent blocks he collects. He then heads to the quarry and crosses the border between regular and blocky worlds, invading both types of regions of the world. Nobody is around him, not even the monsters or soldiers. The player arrives at the quarry mines and is welcomed by several guards in both the general store and a place to sell items for money called a place of exchange or market. Finally, he gets out his inventory but not a full set. He has a weak pickaxe and surprisingly a glide he can fly towards.

The player briefly uses his glide before he goes mining with his weak pickaxe. He moves around the surface around the quarry and watches the other players go mining. He also hears the other players mine dirt blocks but not stone blocks. This is because dirt blocks are much closer to the surface than stone blocks. The player cannot wait to enter the quarry, so he stays around the top of the quarry as he watches the other players fall down there without damage. The quarry is now safe as he can tell. However, the middle of the day is coming soon, so he retreats away.

The player takes a break and rests near the quarry. He plans on exploring the quarry for the rest of the day today since it may have more ores he wants to get. This is the mining purpose.

Once break is over, the player now enters the quarry and begins mining dirt blocks with his pickaxe. This is the slow method as the fast method is using dirt to dig dirt blocks. However, he does not have a shovel, so he is forced to do everything with a pickaxe. There is a chance that

the player may have a shovel but either has left it behind or is hiding with him. Either way the shovel is never spotted by the player today. The player continues to mine dirt at the surface level until he reaches the first stone. However, the first stone is not a regular stone. The player gets tricked when he sees a bright dirt block, but the bright block is not a dirt block. It is instead an ore. The player mines the ore and finds out that this is a copper ore. Copper ores take more than double the power and time than dirt but less time compared to some other ores. The next ore to mine is not coal, iron, or copper but a silver ore. The player continues to mine deeper down.

A warning is issued to every miner, including the player, in the quarry. The warning tells that the quarry is not safe, and that everyone has to leave for safety. The player runs away where he barely escapes the attack. Other players attempt to escape like in the maze but end up dead after something happens. Luckily, the player ends up on the surface along with lucky players.

Once the player escapes the quarry, he begins to return to the north sea one more time by crossing to another blocky border. He quickly ditches his inventory at first and finds a place to rest for the night. He spends time finding a place to build a shelter, since the night comes up so fast everyone has to act fast. Before the monsters come in, the player builds and rests overnight.

The next morning, the player wakes up and gets ready for some trade. He plans to go to the village on an island northwest of where he is now. Finally, the player moves for trading.

TWELVE

Back with me, I have been spending less than a week on vacation but at home. That means I go to work while being scaled down. I also have been planning to go back to work very soon as I get ready to go mining. I also remember thinking about a friend that should be good to me and have the same interests of going mining. Since I wanted to one day become a good soldier and an explorer, I am interested in going underground and feeling like I am on vacation while working.

I pack up my items like normal with the iron set being the first to arrive in my hotbar. As I actually get ready for my six-day vacation in the mines, I may have to either bring my bed or to craft a new one. I also pack up potential food I can bring and as much raw food as I can. Since I have a friend with me to double my inventory, I can also hold a furnace and a lot more items than bringing everything myself. By the time I am packed up, we both still have some empty spaces.

Before we leave to the mines, we need an outline that is expected to take the rest of the morning to complete. We need a lot of writing to make the village function as good as it can be.

We write our first article about setting up rules in order to make the villages behave. This makes a program about how villagers and iron golems behave to each other and against their enemies. I also remember that I have to make something. Just before I manage to get to the mines, one of the villagers tells me that on the other side of the world, there must be a war going on over some resistance against the settlers. Because the village does not care about the strict rules, especially that the government controlling all villages on the island are limited, villages can behave as they want. Before the middle of the day, we finish writing an article about a way to make rules.

We read our new article about a new system our country should have, which allows the villages to do things like declare war, make rules, etc. Most villages behave in the same way.

Once we have our articles in place, we go mining. On the way there, we place a chest and the articles inside to where the villagers are to gather. We enter the mines through the back of our house and then begin mining. We mine mostly stone as we make our way. However, we still feel like we are in a quarry environment because we are in a deep layer exposed to the surface. That can tell me that even when we are not in a mountain biome, we may mine diamonds, redstone, and emeralds while still exposed to the surface. We do not know if we already have these items, but we for sure know that we are in a layer that is deep enough for lava to stay alive. Usually, the hot, orange liquid is described as magma in these deep layers but are called lava because they are exposed to the surface. For the rest of the afternoon, we enter the caves from the quarry while the villagers gather all the way back upstairs. The villagers might have opened a chest and seen the new article describing an ideal government. We cannot believe we are very smart about writing.

After we enter the cave, we quickly build the cave shelter. We make sure everything we have is safe. We also install torches to prevent monsters from coming in. Last, we go to sleep.

We wake up the next Thursday morning and get ready for more mining. Because we did not have enough time yesterday to organize our inventories, we have to organize them now. Plus we have more items in our chests because we do not have an item frame in the underground shelter. Since we are going mining, we have to bring everything we have. We also leave some items behind as we do not need all the items for today. Because of our hard work, we plan to return to the shelter.

Once our plan is done for today, we pack our inventories to make sure we are ready. After that, we began mining. Our first production of mining begins right at the shelter when we spot a redstone ore in our walls. We mine multiple redstone, which is one of the first redstone ores that we ever mine. However, there is a chance I might have remembered gaining redstone all the way back in the early days of independent living when it comes to the jungle temple I have been to as well as the diamond horse armor, which is rare. We finish mining redstone and leave the shelter.

For the second half of the morning, we gather around the lava area where it would be the magma. Because of the surface exposure, this is lava once again, but some portions of the cave underground contain magma. We continue to mine stones and make a pocket near the cliffs.

Before the middle of the day, we mine around the cliffs and mine more stone. This is all we do for the rest of the morning. We also mine stones near the cliffs but not the lower stone for safety reasons. We do not want to risk falling into lava and magma, and we stop mining for now.

We are not hungry yet, and I am for sure not hungry in the middle of the day. There are no monsters to distract us, so we take a break as we reach the end of the cliffs, relaxing there.

Once break is over, our inventories begin filling up so quickly with cobblestone, so we take that into use by placing more cobblestone into magma, reducing the hot lake in the cliffs. I place more cobblestones to make the area safe, and we mine about a layer lower than the caves

we make in the morning. This is because redstone has been spotted below the morning cave. We continue to mine stones and make the area safer by placing cobblestone near us. We mine around the cliffs before spotting some redstone. Once we see redstone, we mine it with iron pickaxes. I keep mining cobblestone so much that my iron pickaxe begins to wear out and get damaged. As the pickaxe is damaged, it reminds us that we have to resurface tomorrow morning to repair.

For the second half of the afternoon, we switch to the other side of the cliffs and spot the most expensive ores that we have seen, which are diamonds. We mine diamond ores and take the majority of them to our inventory. We do not need to smelt diamond ores because mining these ores gives us diamonds. However, we mine diamonds above magma, so some are mined into it.

We are supposed to resurface all the way back home but do not have enough time. We return to the cave shelter and settle down. Last, we wait until monsters go away and then sleep.

We wake up the next morning on Friday and get ready to resurface. I remember when the village does not have a blacksmith and therefore, no grindstone. Grindstones are not only job site blocks but are also used to repair tools. Instead of wasting iron bars to craft new tools, we plan to make an anvil and repair our damaged tools. We have to use an anvil every once in a while because of how the usage of tools damages them. We also plan to go mining this afternoon but return soon.

Once the plan is done, we quickly pack up and organize our inventories first. After that, we begin to resurface and leave the cave shelter. Things are going smoothly at first until we are able to reach the part of the cave where we have to go upstairs. However, something happens.

We have not seen monsters in the caves for a while. This is first noticed when a skeleton shoots me with a bow and arrow without a warning. As a result, we have to defend ourselves and

kill the skeleton back. We quickly get out our bows and arrows to shoot the skeleton back. After shooting the skeleton multiple times, the skeleton is killed, and we collect some arrows. We then move upstairs and encounter more hostile mobs. We get surprised when we are attacked by more skeletons and almost fall down into the cliff. In order to avoid death, we retreat from the cliffs and shoot the skeleton from a distance. We also spot a zombie from the other side of the cliff, but it does not serve as a threat. Instead, we kill the skeleton and quickly make our way upstairs.

Before we resurface once and for all, we take a break in the middle of the day. We relax in the pit of the cliffs and look up to where the village business is. We also see the way back.

In the afternoon, we began resurfacing the easy way. All we need to do is simply climb up a series of ladders leading back home. Once we climb a series of ladders, we return home by going from the mines. After returning home, we settle down once again and organize our storage system. This includes placing our hotbar items away into the item frames and the rest of the main items outside the hotbar in our chests. We have plenty of space to install new furniture in. We get out some items in the chests and notice that we have so many iron bars of more than sixty four.

We use multiple bars out of more than sixty four to craft a new anvil. First, we must build three iron blocks of nine bars each. This gives a total of twenty seven iron bars for three blocks. We then need four additional iron bars to make an anvil, causing the amount of iron bars needed to craft the anvil to thirty one. Once we have the anvil, we replace the furniture with the new one, which is one of the library shelves. We do not need the shelves to function our house. We test the anvil first and then put it into good use by repairing the iron pickaxe and other damaged tools.

Once we use the anvil for the first time, we unpack our inventories and throw most of the items away to the item frames and the chest. Last, we go to bed and sleep at the start of the night.

We wake up the next morning and get ready for more mining. Even though this is the weekend, we treat this adventure more like a vacation than actual work. This is why we think of work as a way to make a vacation rather than go there. This also means that we make things not just for us but also for the public to take vacation on. For example, we plan to make a mining cave around the cliffs that is shaped like a plus sign. We also plan to connect the mines to the stronghold.

We pack up our inventories big time and return back to normal work but cut in half. This means that we pack up only the items we need for mining and exploring. We think our tools may handle and last until tomorrow or Monday, so we do not need to repair them until next week.

Once we are ready, we head downstairs right from home and begin climbing down some ladders along the way. We check every corner of the plus cliffs, which is what we call the series of cliffs in the middle of the village. This is done by making the sides of the cliffs safer not at the top but also the bottom. We also call and divide these cliffs into floors based on the height of the cliffs. We call the surface level as a rooftop level while the second level is the bottom of the first half of the cliff without hot liquid in it. This is where we are now and can spend the rest of the morning there. We are done with a quarter of the cave and now onto the second quarter. We get to the second quarter by moving through the cobblestone bridge over the lava. We then place the torches to make a signal that the entire layer is ready to be mined. We mine some ores as well.

In the middle of the day, we sit down and relax near the cobblestone bridge. We can be hungry because we may have encounter monsters during the morning a little underground.

In the afternoon, we move onto the most interesting part of a weekend vacation. This is the lower and the real bottom of the cliff with hot liquid in them. We begin the trip from where we left off yesterday and go clockwise. This means we mine and turn right around the layer as

we loop around the bottom cliff. We mine lots of stone and some ores that we might encounter along the way. Our main goal for today is not only mining ores but mainly making some caves around the cliffs to be safer. We meet the other end of the cliff and move around it. This might be the part of the bottom cliff where there is no magma to distract us, making the side safer. We also mine the loop around the cliff back to where we started. We eventually get to the end point now.

This means that all we have to do now is to connect the ladders leading to the bridge by placing a series of cobblestone in the middle of the hot lake. We call this a hot lake because it is made up of a waterfall in the middle of the lake, obsidian, lava, and magma on the two sides. At last, we finish the cliffs project and test it out before we allow villagers and golems to visit.

Because we are out of time, we are supposed to sleep upstairs at home. Instead, we return to the cave shelter and settle down there. We may have dinner tonight. Last, we go to sleep.

On Sunday, we wake up and plan on checking the condition of the village. We also plan to spend a portion of the morning at the cliffs and view the village from up there. We also plan to spend a portion of the morning, the second half, walking around the rooftop of the cliffs where a normal village is right now. We plan to spend the majority of the afternoon checking the articles we have made for the new world and make sure it is in good use. We have alternate plans if needed.

We pack up like normal and leave the cave shelter shortly. We spend the first half of the morning downstairs at the cliffs, viewing everything from top to bottom. We first took a walk in the cave around the lake. Then, we climb upstairs and view the village from the bottom.

In the second half of the morning, we climb upstairs to take another view. We first make our way upstairs and may encounter enemies along the way. Once we clear the enemies out, we

resurface and climb up a series of ladders back home. We return home and take a little break in celebration of returning home. This is done by viewing the cliffs from home and then walking around the cliffs by going around the village. We like going clockwise, so we have to traverse through the grass in order to turn right. We then take a series of village paths and trails along the way as well as taking multiple breaks for a view. We turn right one more time before getting to view the cliff one more time. This is located at the center of the village where the gathering is.

We take a break in the middle of the day and eat lunch. This is because we most likely have been both running and fighting monsters this morning, so we eat some meat as a result.

Once lunch is over, we change our topics and begin making sure the village is in good shape. Of course, all villages in this kingdom are governed by a king and want the new world to stop resisting back there. We may feel the opposite and support the resistance as we write some letters to them. We review the articles that we just made as the resistance in the new world does not know how to govern yet. We are now more responsible and possibly become one of the only citizens in the kingdom to support the resistance and not become loyal. We like more freedom.

The reason why we are not being punished is because normally, a group of officials might dress up as pillagers and raid the village. This often happens in the new world when villagers on the other side of the ocean experience a series of raids, battles, and a war. Before we send the articles to the new world, we review why a government is limited. First off, the king cannot do whatever he wants like punishing us. Second of all, there are two terms that allow us to have the rights we need. We do not want enemies or soldiers living at home, and we need more rights.

Once we have everything settled down, we send the articles to the resistance by giving a villager paper to trade with. We earn money for this. Last, we go to bed and sleep for the night.

On Monday, we continue to mine for the reason to upgrade the village. At first, we do not know why we need to mine and upgrade ourselves. Next, we realize that we want to upgrade society as it is to make an evolution of life. We also need to study more materials in order to cover things we need to survive. This means we have to learn how we can measure production and business by coming up with something with money. This is known as investments and using the stocks.

Instead of going to the mines like normal, we both take out an existing book and write a new book about stocks and investments, one of the important reasons to mine at this time. This takes almost the whole morning to write but does cost time to mine more diamonds. Luckily, we have an average amount of diamonds in our chests and are expected to get enough diamonds to handle all the stuff we need. This is because we have more than thirty two diamonds combined.

We basically spend the morning writing the highlights of everything we need. Of course, we start off with savings and the financial system we are about to make. I remember using a first financial system when I first traded emeralds with villagers for stuff. Now we have to consider investing in something. We make a new system involving risk in terms of investments/return.

In our very own village, we start a business of mining, since mining is the main purpose of living in the village. We also allow villagers to invest by selling items for money and continue to work. Once we work hard enough, we make profit by buying stuff with more money to return.

For break, we make plans to make a simulation and a test for our new system. We most likely do not eat lunch since we are just writing an outline for the future regarding investments.

Once break is over, we make an outline of how the afternoon is going to work. Only I am allowed to go to the mines and get some diamonds to make profits. Everyone else has to set aside some money for me for the purpose of making profit. I let everyone else trade by giving money

to me, causing the general public to spend some money. I also learn how to divide up the money when I either make or lose profit. I check on how much money I have in my inventory already.

Once I have the money ready, I return to the mines with my current iron set. I then check the safety features to make sure I not only be safe but also make more profit. I dig and mine deep into the caves, causing me to see more diamonds. I spot more diamonds as well as some other ores. Once I have enough diamonds, I mine more ores of all types, since they provide supplies.

As soon as I feel like I have enough diamonds, I begin to resurface. By the time I return home, I already have less than thirty two diamonds. Combined with the household storage, there are more than sixty four diamonds. Since I make profit, I give back more money to the public.

This often happens during gatherings. While an average village trade is mild, this village sees a lot more profit than the other ones thanks to us. Mining diamonds is one of the important steps to not only upgrading our character but also making more profits. The reason being is that we have come up with a new system that measures how well we do financially. This may also be the first time that we have come up with such a system where we make new terms like the mutual funds, stocks, bonds, etc. Finally, these all take place on the market for more trading.

Once we spend the whole afternoon investigating the village and the mines, we celebrate the completion of our new system to impact the world. Last, we go to bed and sleep overnight.

THIRTEEN

Once we have enough supplies by having diamonds, we wake up and plan on making a new set that is very important for us. We might have always considered upgrading the set after iron, but there is another set in between the iron and diamond sets known as gold. While I primarily mine diamonds for fun, we both mine gold for alternative purposes. This means my roommate may get the gold set while I have the diamond set as I am the primary worker. Last, our plan is done.

We first organize the chests and spend the whole morning trying to find ways to craft. We also have different materials we can craft out of, which is diamond and gold. We also have a full storage household, meaning we are no longer able to store more items in our chests. We have to rearrange the items of the same type to go into one chest, so the spots for different items are free to go. We explore the different types of items we have before doing something else later today.

For example, I usually place my armor on the first four spots of the chest followed by the other important items I have. Of course, we cannot fit both hotbar and other items in one large

chest, so this is the reason why we have item frames. Not to mention that we still have chests out in the cave shelter, so we can place the least important items down there. The cave shelter may also be used for more storage when we no longer need to mine. We are also missing something.

The one that is missing is simply smelting ores into ingots. We have to smelt more iron and gold ores to convert them into ingots. This is expected to take the rest of the morning. Not to mention that we have to make sure everything is organized as smelting everything can change the way we organize. For example, the former spots for ores are now ready to be empty soon.

In the middle of the day, we most likely skip lunch. This is because we remember eating bread every morning after spending the night hungry. We now feel ready to craft the new sets.

We take out all the ingots from the furnace and notice that some of the coal has been used and consumed. We usually stack items by sixty four of the same type, so whenever we use all of the remainder of the coal stack, a new spot is empty. For example, I used to have more than 128 pieces of coal, but the number changed to less than that. This changes the coal spaces from three to two, with one full stack and a remainder of the coal stack together. The new space is empty.

Finally, we are excited to move onto the main part. Once everything is organized, we get out the new and most expensive materials and craft them into the new set. We first take the item materials we need to craft the armor, which makes up a good portion of the materials needed. We then craft the tools and weapons as the second by combining the new materials along with sticks to craft. As a result, our new set is crafted called the diamond and gold sets. These two sets may be the best set that we have ever made. We do not know when we are going to upgrade more.

By the time we organize everything and craft the new set, the villagers are done with their work and gathering. This indicates the night is coming soon. Last, we go to bed and sleep.

On Wednesday, we woke up and planned to explore the stronghold. We are for sure not going to get lost because of the compass. Since I cannot hold everything myself, we need to bring several types of important items, one of them belongs to us. The stronghold lies within the cliffs that we just have explored but is in the upper and middle layers of the village. The stronghold is big and dark, so we just have to act fast. Luckily, our upgraded sets and tools may help us get through.

After the planning, we pack up in a different way than before. First off, we take out our hotbar items first by removing them from the iron frame. In order, the first item of our inventory is the sword followed by a pickaxe. The third item is the axe, a shovel, and a hoe. Once we have the basic tools and weapons in our hotbar, we also take out the bow or crossbow, a shear or rod for fishing, a clock or compass, and the shield. This is how we pack up the hotbar items. From the large chests, we first take out our armor and wear it. We then take out the foods, including raw ones, a furnace, a crafting table, and multiple blocks to build. We also take out the torches. Finally, we take out other items we think we need on our journey but spare some spaces.

Once we have everything packed up, we begin descending from the house to the mines. Before that, we are supposed to exit through the main door, but the main door is near a creeper. This makes us think of the time where a creeper blows our house up and has to spend some time repairing everything instead of mining diamonds. We could have obtained more other ores.

In the middle of the day, we are already entering the stronghold and encountering chests. Since we are in the dark, the spider is scary to us because the dark might make spiders hostile.

Once we get back from break, we explore more of the stronghold. We remember when the stronghold stretches into the cliffs, serving as a cliff bridge from one side to the other. This is the place where we want to go, but there is a lot more into the stronghold than just its location.

We first enter the part of the stronghold where there are rooms that look like prison. This may just be a place to trap the monsters in. However, these rooms do not have a door, meaning all of these rooms are actually open. Once we go past these open rooms, we enter the bridge and take a view over the cliffs. We view both up and down followed by reaching the southern end of the stronghold. Once we reach the southern end, there must be a lot more to the cave to the north.

We manage to reach the deeper ends of the stronghold, but the stronghold is much bigger than we have explored. For example, we enter the northern end of the upper layer, the layer that is first entered. We then climb down a flight of stairs and place torches to areas that are dark. The torches may help us navigate back home but might not be enough. We may be lost by now.

For the night, all we have to do is to find the exit. This is a difficult task because now the monsters might come after us. A few hours later, we manage to exit ourselves and sleep at home.

The next morning, we wake up and plan to explore the same areas of the stronghold, which may be half of the entire stronghold or smaller. The whole day is reserved to make a map while seeing the stronghold. We do not know the length of the project because we also do not know the size of the stronghold. We assume the stronghold is big, so we must take at least two days to navigate the stronghold, install signs to guide us, and know the map. This is a great adventure example.

When the plan is done, we get ready to return to the stronghold by packing the same way as yesterday. We exit the house through the main door instead of the trapdoor, although there is no real trapdoor installed in our house. Instead, we enter the cliffs by climbing down the ladder.

The ladder is located on the other side of the cliffs, so we have to walk around the cliffs and climb down. Once we climb down the ladders, we quickly enter the stronghold. From there,

we forget how to enter the stronghold and assume that we have to climb up the waterfall in order to get to the stronghold. This is wrong because the waterfall makes us return to the bottom rather than the stronghold. We try again and keep going multiple times until we reach the stronghold.

Once we reach the stronghold, we are much more familiar with the front than yesterday. At the front area of the stronghold, there are no best places to place the exit sign. It turns out that we have a lot more signs than we think, so we install the exit sign anyway near the front door to remind everyone that this is the way to the exit. We also head towards the southern end as well.

This is where we take a break and most likely not eat lunch. We really do not need some of the items in our inventory, so the space seems like a waste. We get ready for the afternoon.

In the afternoon, this is where the main action takes place. It seems like main actions tend to take place later in the day as we often get tired in the mornings and end up planning a lot. This action for the afternoon involves placing signs in the vast portion of the stronghold, so we often find places where we could get lost. This is determined by an area or hub where there are several routes within the stronghold. We just have to find the route where we came from and place the exit sign on top of it, so we know which route is the exit. We take different routes and separate for the first time in a while. We continue to install the signs in the upper layers and finish off.

Once we finish installing signs for the day, we are actually not done mapping the location entirely. We have to spend tomorrow exploring the rest of the stronghold and being a warrior. The final action we continue to do is finding more items in small stronghold chests. I remember finding bread and multiple gunpowder. These items are more spread out instead of consolidated.

With the signs in place, our time to get home decreases significantly. We return home as the night comes. We eat our dinner since we have been fighting monsters. Last, we go to sleep.

On the final day of being in the cliffs village, we wake up and plan to explore the stronghold in its entirety. Even though we are not going to live in the village forever, we still can allow others to visit the stronghold without getting lost or being dead. All we need to do is explore the whole stronghold and install signs whenever the route splits up. This allows us to explore more of the stronghold without getting lost and explore new places within the stronghold. The plan is done.

We get ready in the same way as before, except we enter the stronghold through going downstairs by climbing down the ladders. From there, we quickly enter the stronghold the same way as we enter the last two days. We run through the explored parts of the stronghold basement and separate ourselves first. Each of us is in one part or layer of the stronghold, so the time to get the job done is now cut in half. We install both torches and signs leading to the exit. Like before, we first find the route that we just came from before installing the sign to indicate the exit. When we have multiple routes that eventually lead to the exit, this begins to get challenging. This is where we both install signs at both similar routes and write in different ways. Some routes have signs where either route is leading to the exit while others have just one way to get to the exit despite multiple routes to the exit. This is because the signed route tends to be the fastest one.

In the middle of the day, we take a break for lunch and most likely eat something. This is because we most likely have been fighting monsters in the dark or get surprised when attacked.

In the afternoon, we finish off exploring the stronghold and installing the signs. This does mean we are almost done with the basics of navigation through the stronghold to make the place safer and faster. Sometimes, we skip treasure chests in order to finish navigating the stronghold.

Once we are done navigating the stronghold, we meet together and are ready to major as warriors. We have our best sets, and I have the diamond set. The diamond set is now a symbol,

and cyan is the main color for warriors. This idea is not spreading yet because we are not on the surface just yet but may change soon. We face off a series of hostile mobs and become brave. We often get attacked by the monsters but manage to shoot the skeletons, kill the zombies with the best swords, and barely miss creeper explosions. Sometimes, there is a chance a creeper can get to us and explode my surroundings, wasting time for adventure and fixing the area instead.

We explore all areas of the stronghold, and I find the most important part of the basement within the stronghold. This is known as the portal room because there must be a portal leading to another dimension I never know. This is the first time that I encounter something that is part of my goal along with everyone else in the world. This may or may not be the only portal for me, but the reality is that there are multiple portals that are either unfinished or broken and must be finished or fixed in order to move onto the next dimension. We are never ready for this yet.

Once we explore every part of the stronghold, including an abandoned library, we return to the surface and go back home. We fight our way back home because of the monsters and then get hungry. Because we have the best set, the parts do not get damaged as much as the iron set. We surprised the village with our new sets, and I spread the diamond warrior idea to the village.

As the idea is spreading from the village to the world, we settle down and get ready for the night. We eat dinner by eating meat this time. Last, we go to bed and sleep for the night.

FOURTEEN

We wake up on the last day of the mild village and plan to go up north. The world already knows what is going on in the south, and now we plan to go to the north. The reason why everyone does not care about the north is because it is too cold for our species to live in. However, we can take advantage of the cost and invent something for a city to live in the cold. The plan is to also walk and run up the island until we reach the north coast. We may go over the pole to our destination.

We spend about a quarter to half the morning packing up. This is because we realize that we only have a limited amount of space between us in both our inventories. We only need to take the items we need. Our old and used sets are to be left behind and sold to the village we last went to before. We also sort the items in order and also by type. This impacts how we bring everything we have because we only have a limited amount of items we can bring with us as an inventory.

Once we are packed up, we head north through the main trails and spend the rest of the morning traveling. As we travel north, we are changing the biomes as we travel. This means as

we move up north, we cross the borders of one or more biomes as the biomes get colder. This is why we have armor to protect us not from the enemies but also the weather. We are also bringing lots of items in our inventory, which slows the travel down. Luckily, we may have a horse to get the items stored though. This makes our trip faster and faster as our horse is equipped with the diamond horse armor. We ride the horse through the colder biomes and enter the snow biome as we see the towers of ice. We also spot a village that is covered in snow, and we want to settle.

In the middle of the day, we take a break and relax. It turns out that it takes half the day to get from the south coast through the north coast and then into another cold land over the ocean.

In the afternoon, we spent some time exploring the village. The village does not have a lot of villagers, and we want to increase the population. The problem is that the village is in the snow biome, which is too cold for farming. We came up with a creative plan to overcome the cold weather. We have a lot of bricks as a result of getting more clay, smelting them, and also trading with villagers. The problem is that we do not have enough bricks to build a huge shelter for the entire village. We can overcome this by farming clay, smelting by either our furnace or a faster blast furnace somewhere in the village. Before we begin our project, we have something.

The village is now covered in snow, so we have to plow out the trails using the shovel. The building construction is not going to happen until tomorrow because we have to spend the rest of the time plowing. We begin plowing from the center of the village where the villagers are now gathering in the cold. We split and divide the work by two, so we can get things done by the end of the day. Once every trail is plowed, we spend the rest of the day exploring the village.

At the end of the day, we quickly build a house using bricks. This is going to be our room and the construction zone when it comes to building. Last, we go to bed and sleep for the night.

The next morning, we wake up and plan how to create the village-building. The village-building is a type of building and village where nearly the entire population of the village lives in just one building. This makes the building a whole village, and we plan to let the majority of the settlers, mostly from outside the village, to settle down while developing the village. The project is going to take two or three days as we need to make the rest of the village outside the building for work.

Once our plan is done, we lay down as much clay as possible and smelt them into bricks. While we use a large amount of coal with a large amount of clay, we begin groundbreaking the construction site for the one building we are about to make. We plow the snow and also dig the dirt blocks underneath the snow. We collect both dirt and snow at the same time followed by the way we install wooden planks. We mainly chop down pine trees and collect spruce logs. We then craft spruce wooden planks and respect the theme of the village and biome. We like oak wood, but we lay down spruce wood instead. We make an outline of what the dimensions of the rooms are supposed to be like. We also made an outline since we could expand the new building later.

The first floor is supposed to be mainly the work floor, where the villagers mostly work. Since the biome is cold, it seems nearly impossible to farm. Now we make farming possible by making the first ever indoor farming in the world and melting the snow as it flows from outside to inside the building. The upper floors are reserved as the residential floors, and we stop work.

In the middle of the day, we take a break and may or may not eat lunch. We also have to watch out for existing hostile mobs, but there are none of them right now. We get ready for work.

In the afternoon, we lay out a detailed plan for the entire building. The hallways of the new building are supposed to be three meters wide, and each room should be twenty five square meters. There are a total of thirteen jobs for the village, though we can add more unofficial jobs

for other settlers that are really not villagers. The building needs to have a place for the mayor, which is us, to reside. Despite the nice views of the building, we plan to stay in the central room on the second floor and connect them to the mayor's room on the first floor. This is in the back of the building. The front of the building takes up an entire room and includes a lobby, welcome center, and a series of stairs as well as ladders for everyone to climb from floor to floor.

The plan is to include the farms at the corners of the building. Other than the farms, there should be a dozen job rooms on the first floor. The plan includes three rooms per corner, where there are four corners total. In the upper floors, there should be a total of sixteen rooms, where the central room as the seventeenth room per floor is served as a small community area to stay.

Once we highlight our plans and actually get started, we make our way to the new mayor room and explore the new features. Then, we settled down. Last, we go to sleep for the night.

On Friday, we believe we can get the building done in one day. The basics of the building have to be completed by the end of today. Tomorrow, since it is a rest day, we can make work optional and choose to expand the building. The main plan for today is to build the village in a different way than the others. We also think of reasons why we need to upgrade such as the scarcity of the resources in the world. We need to use these resources wisely and give value to everything.

We continue our building and check the finished first floor. By the start of the morning, we still have the second and third floors to construct. We should have enough room to reside four villagers per room, which is the average number of villagers per family and household size.

It turns out that the location of the building project is located in the southeast corner of the village. This is also the location of the top of the caves, meaning the building is designed to

include the caves as well, being defined when the door leading to the cave leads to the village. This gives an idea where everyone can survive while indoors. We believe this village should be where villagers never have to leave the building for the most part. The problem is that the center of the village is still located outside the building, meaning everyone, including the majority of the villagers inside the building, must go outside and gather. However, not everyone gathers. We move onto the second floor and also build the basement. We are done working for the morning.

In the middle of the day, we return home and take a break. We explore the unfinished part of the village, which is the building, and consider the spaces for our afternoon work to build.

Once break is over, we have to build another building that connects to the main building in the village. That means the village has one or two buildings, depending on what counts as the building. While it seems like there are two buildings, a tunnel or bridge can combine these two, separate buildings into one building network. The second building that is separated from the rest of the building-village is the school where villagers play around and learn how to survive.

Once the school is built, we need to connect the school to the rest of the village. Before connecting the school, we must finish the building for the rest of the day. This includes building and framing the rooms. We also have to consider the average culture of the village. Half of the villagers or more go to work everyday while the rest are either nitwits or children. Therefore, we need a third floor. We quickly build the third floor and repeat the same steps over and over again, which results in better production. We often fill in each room with four beds, a crafting table, the chests, a furnace, and the dining table. This is known as the default room but subject to change.

After building the upper two floors and a basement in one day, along with other workers we hire along the way, we are done with the building. Last, we go to bed and sleep for the night.

On Saturday, we wake up and plan to spend some morning resting. We already know the school and the main building is disconnected, and we need a gathering place in the building. We plan to also work on the fourth floor in order to support the population of the village that goes outside of the building. Sometimes, we may need to displace the traditional homes of the village to replace homes with workplaces. We also need to upgrade the port, so we can thrive in the village too.

We begin the day resting in the main building. This means we go ahead and explore the new building and watch the villagers work. We take a walk within the building and examine the missing parts of the building when it comes to construction. There are no missing parts that we have seen in the building, so we move on. By this time, we enter the basement and explore it.

After exploring the basement, we consider the northern end of the building, also known as the front, and then spend the second half of the morning constructing a tunnel that connects the school and the main building. Not only do we complete the tunnel quickly but also have the time to double and expand the school downwards. This means including a basement as a school and also making room for an upper quarter of the school to serve as a gym. Within the quarter is also the lunchroom and the main offices of the school. This is also one of the 1st modern schools in the world as traditional schools have only one classroom and one teacher. Basically, we serve the building-village as a blueprint for the modern world and place it in such a way where it is a bit isolated from the rest of the world. We test the connection between school and the building.

We return from school to the restaurants in the village-building. We cook our own food through the public smokers, which is a type of furnace that specializes in cooking food.

For the first half of the afternoon, we considered expanding the building to include the fourth floor as the last floor. We break the brick roof on top of the third floor first and install the

stairway by expanding it from the current system. I installed a series of temporary ladders, so we replaced the bricks with the wood. We also use the stairway to expand the roof by placing wood instead of bricks. Shortly after a series of buildings, the fourth floor is complete but only with the actual floor. We still have to expand the walls and include windows as well. This is going to add a dozen more additional rooms for forty eight villagers to live in. This adds a total capacity of the building to 144 residents, though it is 146, including us. We finished the walls of the fourth floor.

All we need to do now is to add the furniture of the fourth floor and also include vending rooms, which is the central room close to the stairway. There are a total of four vending rooms, one per floor where the first vending room is also serving as a gathering place. Finally, all we can do is add the brick roof. This is going to be the final floor as we can no longer have five floors with a few exceptions. We cannot have five floors above the surface but can have more though.

The building now has either one or two basement floors. We spend the rest of the day in the lower floors of the building where the basement is. We basically test out the way towards the cave and notice that we are confident about easy access. The building is now designed to reduce the need to go outside in this village. Finally, we can now call this building a whole village.

To celebrate the end of the construction, we take a rest early and reflect on how well we work. We also settle down and have some dinner and exercise. Last, we go to bed and sleep.

FIFTEEN

On Sunday, we wake up and plan to spend the whole week celebrating and exploring the village in its new form. We probably know more about the new style of living in the building-village, but we also have to observe how well the villagers behave. Somewhere in the week, we plan to return to the cliffs village where it is much warmer. For now, we have to get used to the cold and adapt to living inside a building. Finally, the plan is to gather in both sections of the village too.

For the morning, we spend most of the time inside the one building. We watch how the villagers are behaving inside the building and outside of it. However, we plan not to watch out for the villagers until the work days, but this is not a work day. Instead, we relax in our room and take a view at the snow biome. We then make further plans to not stay in this biome for a week and realize that the village might be smaller than we have planned to be due to the weather.

In the second half of the morning, we begin going outside and getting exposed to the light as we make our way to the original center of the village. We also explore different houses that

are planned to be converted into work places, so nearly all the villagers are going to live inside that one building this week. This is an example of further plans going to happen this week. The reason why we have time is because we do not have a lot of work we can do, plus lots of work is coming in the next few days. All we are doing is simply relaxing everywhere and handling the cold weather by exploring our surroundings. We wander just outside of the village and explore the boundaries, meaning we circle around the village and compare how small the village is in land area. The village seems very small in land area but bigger in population due to the building.

In the middle of the day, we sit in the cold just outside the village. We chill down there and may or may not eat lunch, depending on how hungry we are. We begin feeling too cold.

Once we feel too cold, this reminds us of the time to return to a shelter. The building is not the nearest shelter, so we move to another small building within the village. We chill there at the small building for around an hour before moving out. After that, we move around the village one more time as we do not feel as cold as the middle of the day. We continue to move around in circles and just a little out of the village. Once we return to the village, the gathering is starting.

Only a few villagers gather at the traditional gathering site. This is because all villagers that are used to the village for years like to gather around the traditional areas of the village, but some of the traditional villagers are changing their lives to adapt to a new way to live inside of that one building that is new as of now. After a few hours gathering at the traditional center, we continue to believe but inside the second gathering place where the majority of the villagers are as of right now. This is because we design the village and expand it for nearly all to live indoors.

After the gathering, the day is about to end. The villagers and everyone in the village are settling down at their homes or their rooms. Last, everyone goes to bed and sleep for the night.

On Monday, we wake up and officially enter the first work week of the revamped village. As we change the village, our plan is big and takes up almost the whole week. Only for today, we plan to light up the village, which means we make sure everything in the village-building has torches or other light sources. We also plan to explore the basement and connect to the mines. We plan to spend a big portion of the day mining, which is expected to take half the day. The plan is done.

We first spend a quarter of the morning just exploring our very own room. Our room has about two or more floors and is designed to connect to every floor. This explains why our room has stairs and ladders on our side of the building. Our apartment is located on the south side of the building that has two floors. Normally, villagers are only given one room with one floor only. Because we are part of the village government, we give ourselves two floors plus connections to the third and fourth floors as well as the basements. There are one or two stairs, where the stairs for the first and second floors already exist. We may have stairs leading to the basement, but we have one ladder that connects to all floors from the basement to the fourth floor and is located in the vending rooms. In fact, we open a quarter to half of our room to the public to serve for the office hours, despite plans to not stay at home. This is where we plan to close our room for a bit.

Once we explore our big apartment room, we explore the entire building to make sure the lights are on. At the same time, we also briefly watch the villagers work on the first floor and see the residential rooms being empty. We make our way to the basement and end the morning.

In the middle of the day, we take a break and may or may not eat lunch, depending on the hunger. We also think about the ladder leading from private to public because of behavior.

Once the afternoon is over, we continue thinking about the villagers not being able to use the ladders as the main route. We remember seeing villagers climbing ladders but only when they

are pushed by accident. Since villagers do not understand ladders, some of them that climb up do not know how to climb back down and end up getting stuck, causing us to rescue some of the villagers. This really happens all the way back south towards the cliffs village but not rescued.

After briefly thinking about the villagers and ladders, we begin our main action. This is when we enter the deep mines for the first time. The problem is that the deep mines and caves are so dark, so we get out our torches and light them. This is one way we can make our route to the building. Another feature of the building location is that the location is good, so the building is connected to the mines where we can then access the basement with windows followed by the way to the mines. The location is intended, so there is almost no need to exit the building ever.

We end up exploring the basement so much that we do not even get deep in the mines. As a result, we resurface and return back home shortly. Last, we go to bed and sleep for the night.

On Tuesday, we wake up and plan to spend the whole day mining. Since the mining is so deep, we may have to end the day in the mines and also in the dark. This involves a lot of planning, so we have to plan out what we need in our inventories in order to start mining. The plan is to also mine as many ores and supplies as possible, so we can bring our stuff upstairs and into the world as we know it. Mining is one of our favorite types of work and often changes everyone's lives.

We spend about a quarter of the day packing up as we think of items we need. The first step is not too difficult because the first few items are the hotbar items, the most important items of all. We then pack up the rest of our inventory with beds and furniture being prioritized first.

However, furniture is overall the second most important type of item, meaning it is only the most important type that is not the hotbar. Once our inventories are organized and everything

is ready, we move downstairs and officially enter the mines. Since the cavern is so steep, we end up working together to throw and stick ladders to the cliffs of the cavern and climb down from there. We also make the climbing easier by directly connecting the bottom of the cavern all the way to the fourth floor of the village-building. Once we make more connections, we are into the interior of the cavern, meaning we no longer see the surface anymore. We continue to explore the deep layers of the cavern, but the cavern is much deeper than we have ever seen. Now we feel like we are in the bedrock layer as we are really sixty meters below the surface but no bedrock.

We take a break in the middle of the day and eat lunch. Since we are most likely attacked by hostile mobs, we place a furnace quickly, cook, and eat meat in order to gain more energy.

When we come back from break, we dig deeper into the cave while feeling brave. This is because we have the best set we have and often fight off hostile mobs. We also set down torches as we get through the dark cavern and enter more than sixty meters below the surface. This is the layer below the traditional bedrock layer, and the new bedrock layer must be double the depth to more than 120 meters below the surface. We plan to explore the layers that are deep and find more content inside the cave. The layers that are more than sixty meters below are now replaced by deepslate blocks, though they are still easy to mine. We continue to dig, mine and explore.

We mine so many ores of all types. We mine lots of gold, diamond, redstone, iron, lapis, coal, and copper. We continue to keep mining and collect everything we can. Since we have a lot of items in our inventory, we need a place to settle down. Our clock is telling us that it is time to build a shelter nearby on the deepest layer. We meet the bedrock layer and build our cave shelter.

Once the cave shelter is built, we settle down and place everything on bedrock. We make the surface smooth by placing deepslate and then try breaking the bedrock. Last, we go to sleep.

We wake up the next morning and plan to resurface for the whole morning. This is just a whole trip down the mines. Now we are planning to spend the last day in the snow biome and spend the rest of the week heading south where the week is going to end with warm weather. For the rest of the day in the afternoon, the plan is to actually watch the whole village-building behave and then compare that to a normal village. Of course, the end of the plan is to spend the last night there.

We pack ourselves up and fill up our inventory quickly. We exit the cave shelter and act like warriors since our theme for this period of time is being a warrior. We quickly navigate our way out of the cave and fight off hostile mobs when encountered. With daytime being the current time, we usually do not know how the spiders behave in the cave. It is revealed that the spiders are hostile underground, unless they are torched, meaning a torched cave is light and of course, for the namesake, has lots of torches. Torches help us keep spiders from becoming hostile. This also makes us exit the cave quickly as we enter the deep cliffs because we can see the surface.

Once we see the surface, we also see the ladder and head towards it. We climb up a series of ladders and hills in order to resurface. We also climb the longest ladder all the way towards the village-building where we spend the rest of the morning inside the building. On the first floor is where most of the villagers work. Each room is about twenty five square meters, so about nine job site blocks are placed per room. There are also a total of thirteen rooms on the first floor, one of them is our room. There should be a dozen rooms with nine jobs each and two farmland.

We return home and take a break for lunch. Since we have been fighting hostile mobs this morning, we most likely cook and eat meat for lunch along with other foods. We are done.

This does not mean we are done for the day, we still have to count the capacity of this one building. We know that there should be two or four farmlands, though it turns out we have four

farmlands. This reduces the amount of rooms on the first floor to nine rooms, one residential room, and eight workplaces. Since there are only eight rooms for village work, the basement has to have four more rooms for villagers to work and access to the basement by stairs. Now we can count the total population of the building. We multiply twelve by nine, which is 108 jobs other than farming. We add four more farming jobs, which we have 112 workers overall in the building and more than that outside. The residential capacity is about four beds per room. There are three residential floors and twelve rooms per floor. Multiplying all that, the population of the building should hold up to 144 villagers. We subtract the total capacity by work capacity, and this results in thirty two villagers. However, we still have to consider the population outside of the building.

At the end of the day, we spent our second to last night. This is because we still have to do some work tomorrow before leaving. Last, we settle down, go to bed, and sleep for the night.

We wake up the next day and plan to convert all residential buildings outside of the building into workplaces. This is to address the problem of unemployment since many villagers do not work. Not only do we have unemployed villagers, but some of the hostile mobs are attacking villagers outside of the building, meaning the population of the village outside the building is decreasing. For safety reasons and work reasons, we have to move all villagers to live inside the building.

We pack up in a different way than before with one difference. Instead of packing up the items needed to go mining, we pack up items we need to renovate the minor buildings, defined as the buildings other than the main one. We also have to decrease the village capacity as well.

By the time the village is renovated, the total capacity of the village should be down from 144 to only ninety six. This is because the fourth floor is now going to serve as a hotel, where the

capacity of the building can still hold up to 144, where only 96 residents are allowed and then 48 visitors. Whenever the population of the village is more than 96, the overflow residents can stay on the fourth floor. We spent half of the morning planning to reduce the capacity though.

Now the real action begins. While we keep the fourth floor mostly empty and allow the residents to move into the fourth floor, there are some empty rooms on the other two floors. This causes us to consider replacing traditional homes with workplaces. We head outside and spend the rest of the morning exploring all the houses outside the building and then end the morning.

We take a break in the cold and do a small gathering. We may or may not eat lunch, but we gather just between us like the village gathering. We also watch some nitwits wander too.

When break is over, we begin to remove beds from old houses and return to the building in order to get the excessive items out of the basement. We also have a storage room inside of the village-building where we store items that are not used until they can get used. For example, we are getting out lots of job site blocks and assigning the former houses each job as a workplace. At least this reduces the unemployment rate by letting only a few villagers outside. We go by the circle, meaning we go around the village and convert houses to workplaces. Although the village has lots of empty spaces in the corners of the village, we plan not to develop the corners because of the one building in the southeast corner, the only corner to be developed in the old village.

After converting the old houses into workplaces and moving old villagers into the fourth floor or empty rooms below, we return to the building and watch the villagers gather indoors. We also meet the iron golem as the iron golems are spawned to patrol each floor of the building.

After the gathering, we returned home to spend our last night. We settle down and unpack our inventories to store everything away. Last, we go to bed and sleep at the start of the night.

On Friday, we wake up and plan to spend the whole morning in the renovated village. We predict what is going to happen to the village and plan the day based on that. First, we plan to spend the first half of the morning inside the building and watch some of the villagers exit to work. We also get to see the villagers come from their beds and go downstairs. For the afternoon, the plan is to exit the village and say goodbye. Instead, we are returning to the cliffs village to see changes.

When the plan is done, we head upstairs and see the villagers come out from their rooms where they go downstairs to go to work. Early in the morning, the first floor hallways are empty before they get filled up as the villagers head to work. The basement hallways are also filled as well. We go upstairs and still see the upper floors filled up but are eventually getting more empty the more villagers go to work. Eventually, all the workplaces are filled up by workers, and we can see some of the villagers enter their new buildings to work, reducing the unemployment rate.

Once the villagers are at work, we test the new features of the building such as water in the farms coming from the snow outside instead of rain. We also see the farmers do their work to provide food while indoors. Once we are done inside the building, we return home and pack up to leave on our journey back to the warm side of the country. We briefly explore the village out of the building and watch the new workers behave as they do. We continued to stay in the village until the end of the morning. We also make sure we have enough energy as the morning ends.

We take a break and rest in the cold for the last time. All we are doing is viewing the one building we have now. We also consider who is going to be the new mayor but has an answer.

Once break is over, we return to the building and open the mayor’s room to the public for a little bit. This is because we are letting iron golems take charge of the entire village since they are responsible for defending the village from hostile mobs. After leaving the iron golems to lead

the village, we officially leave the village head back home. We do not know where our real home is because I am the one moving homes, and that we are different. Since we just met, we are now moving around like I did back in the day. I also used to live in my own place until I reached the other side of the world. We continue through the rural areas of the snow biome and walk slowly. Luckily, there are trails that can guide us, but most of them might have been covered by snow. Without demand for traveling, the trail has not been plowed, making our trip much slower.

We continue through the snow biome and encounter some mobs. We also encounter the sunset we have and then travel south. We continue to go south until we find the best place to rest and settle down. We get out our blocks and quickly build a temporary shelter made out of dirt.

Once we build the shelter, we settle down as quickly as we can. We stay up at night just to make sure our surroundings are safe. Last, we go to bed and sleep once no monsters are close.

On Saturday, we wake up and plan on traveling back to the cliffs village. The first plan is to get ready first of all and actually plow our way back. We have to know where the trails are because the snow often makes it difficult to locate the trails. Without plowing the snow, the new building can be isolated from the rest of the world, so we may need to go back and fix things. However, I want to go home, so we argue for a little bit during the plan and then come up with agreements.

Once we come up with an agreement, I do not have to plow. Instead, I can return back to the village-building and let one of the unemployed residents begin working. A new job is being offered as of right now, and some of the people agree to the new job, which is plowing the snow.

Once I let the workers know how to plow the snow, I take charge for half the morning to get the work done quickly. I lead the workers for a bit and plow out the trails, as long as it is not

snowing today. Once it is not snowing, I continue to lead the workers to plow faster and together, causing more snowballs to fill up the inventories of the workers. Some of the workers plan to play games that involve throwing snowballs once I let the guard down. For the second half of the morning, we meet together followed by plowing the snow all the way to the end of the biome all while the new workers are playing a game instead of working. We then continue to plow snow.

In the middle of the day, we enter the plains biome at the end of the snow biome. We sit down and relax. Due to all the hard work we have, we most likely have to eat lunch today.

Once the afternoon starts, we run as fast as we can. Not to mention that we still have the horse that might have been inside of the basement of the village-building the whole time but does forget the horse as a way to and from the cold village. Finally, we return to the cliffs village as we see a little bit of a change. For example, villagers are no longer stuck at the cliffs anymore.

We continue to explore the old village for the rest of the day. We see the villagers behave as good as they work. We explore the whole village and even go as deep as the stronghold until the villagers gather. That is when we return to our old house and collect the missing items we might have left behind. The only item we have left behind during the cold trip is the oak boat.

Speaking of boats, we pack up everything and plan to leave instead of staying. This is due to our demands to explore the world. We enter the beach and leave the village with our boat.

AFTERWORD

AFTER READING THIS BETA VERSION, how many corrections and recommended edits do you think I should make? If there are corrections, do not worry as the final version of this story is going to come somewhere around 2024. Also, this is a story part of the series. There are many more stories that would be made in the series than this one. This means that another story as well as the following stories will continue and contain and end after this story.

Between the middle of 2021 and 2022, expect that more Minecraft stories are to be published and released as their first versions while other series have been released. These stories have an attempt to take place in the same universe as the other three series to be covered. Due to the stories taking place between 1700 and 1900, three other series are sequels to Minecraft.

THANKS

Thank you to everyone that I know to come up with Minecraft. Thanks for all of the content that you have made as well as some support that makes this first story possible.

GENER
GUZMAN

I was first raised in a family where I would do a lot of crazy actions being a kid. I then felt like I kept on being a small kid during the early years, thinking I will be that small forever. This is not true as I gain a lot of skills that adults would do such as writing and producing videos that gain popular views. I have a YouTube Channel called GeneralEpicStudios in which is the central site for me if you want to go to my other profiles linked everywhere to connect with me. I made one or two series of shows about grounded that grew my channel even bigger, with two or three seasons of grounded videos produced in 2015. After that, I began to teach lessons at the school experiences at Roblox between 2016-2019. I bet this story and all the other stories from the four series can grow this channel even more. In the 2020s, I am looking forward to producing three more series of grounded videos and four series of books with visual adaptations. These are all of the works that I am looking forward to producing, which I feel is basically the future.

READERS GUIDE TO MINECRAFT II

Coming Soon

Steve continues his journey to the another world where he learns English and develops multiple villages that are important to him. As he gets used to trading, he meets Alex as a friend and goes on more adventures. As a result, the gets a diamond and gold set as well as getting used to exploring the deep caves. Finally, they make a one-building village.

About Me: I already made a popular series in my channel, teach several lessons in Roblox, and develops four series of stories.

MINECRAFT II

Gener Guzman